SEGA SATURN • SONY PLAYSTATION • PC • NEO GEO CD • ARCADE • 3DO

MAXIMUM

THE VIDEO GAME MAGAZINE ISSUE 1 £3.50

WIPEOUT

PSYGNOSIS' PLAYSTATION RACER BURNS INTO TOWN!

TEKKEN 2 • SEGA RALLY • KING OF FIGHTERS '95 • STREET FIGHTER ALPHA

MAXIMUM

THE BEGINNING OF ISSUE 1

Welcome to the first issue of **MAXIMUM** - a new type of videogames magazine designed to meet the next generation of gaming.

Let's get something straight right away. Although we're into new technology, we aren't concerned about technical specifications, amounts of polygons per second or anything like that. We are into gameplay - in a big way. The very best games of the month benefit from our Extended Play treatment wherein gaming epics receive between six and 14 pages of concentrated information. No where else will you find such levels of detail. You'll find that coin-op games get as much coverage as home products - this is because we firmly believe that many of the revolutions in gaming occur first in the arcades.

We also specialise in follow-up features on the very best titles currently available, where we deliver the ultimate in playing knowledge that goes beyond mere "tips".

As hardcore gamers ourselves, we know how important getting an overall feel for the industry is - that's why we have correspondents around the world collecting information for our huge news section, which is quite unlike anything you would have seen before.

Although it's not our primary concern, we also aim to review every major release of the month. Although the best games get Extended Plays, it's just as important to tell you which games should be avoided.

As games have progressed over the last year with the advent of new 32-bit technology, we feel magazine journalism has failed to move with the times. **MAXIMUM** is our attempt at redressing this.

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MAXIMUM

THE VIDEO GAME MAGAZINE ISSUE 1

MAXIMUM ***EXTENDED PLAY***

WIPEOUT *PAGE 6*
PlayStation Racing Game by Psygnosis
September Release
Our first cover game happens to be the most adrenalin packed racing game ever devised for a home format. WipeOut's distinctive visuals and unmatched soundtrack combine with near-perfect gameplay to make it an unmissable PlayStation release.

TEKKEN 2 *PAGE 20*
Arcade Fighting Action Game by Namco
September Release
Only MAXIMUM gives the hottest arcade releases the coverage they truly deserve. Tekken 2 ranks as the most exciting arcade combat game in development, and we had the first extensive playtest.

KABUKI KLASH *PAGE 31*
Neo Geo Fighting Action Game by Hudsonsoft
September Release, £59.99
The Neo Geo is the home of some of the most awesome combat games ever devised. Legendary software house Hudsonsoft have teamed up with SNK to produce Kabuki Klash and it's quite special.

AIR COMBAT *PAGE 40*
PlayStation Arcade Simulation by Namco
Fourth Quarter '95 Release, Price Unconfirmed
Namco's PlayStation conversion of their airborne arcade hit went down particularly well with the MAXIMUM staff this month. Eight pages of unrivalled Air Combat coverage await.

STREET FIGHTER ALPHA *PAGE 48*
Arcade Fighting Action Game by Capcom
Current Release
A huge hit in Japan, Street Fighter Alpha is Capcom's latest addition to their money-spinning series - and it's the best SF game to date. Characters from Street Fighter, Final Fight and Street Fighter II meet for the most explosive tournament yet!

VIRTUA FIGHTER *PAGE 60*
Saturn Fighting Action Game by Sega
Current Release (Remix Edition - October, Price Unconfirmed)
Do you think you're the master of Virtua Fighter? Find out for sure by studying our ten page VF masterclass, featuring secret techniques and advanced combinations for every character in the game.

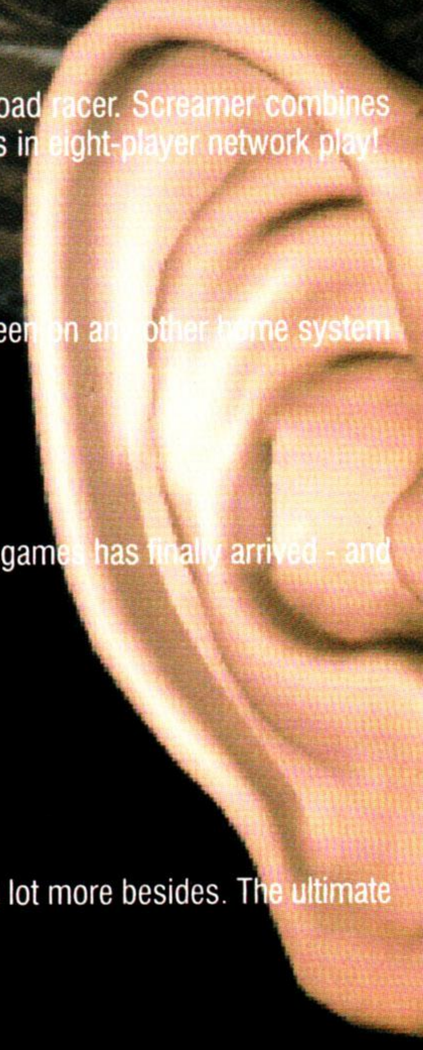
FADE TO BLACK *PAGE 74*
PC 3D Adventure Game by Delphine
September Release, Price Unconfirmed
Delphine's sequel to Flashback is a revolution in arcade adventures, putting Conrad Hart and the deadly Morph menace into a stunning 3D environment. Make no mistake: Fade to Black is a major PC release.

CLOCKWORK KNIGHT 2 *PAGE 84*
Saturn Platform Game by Sega
Release and Price Unconfirmed
Pepperouchau returns in an exciting action-packed adventure that could almost make you forgive Sega for the debacle that was the first game. Our ten pages show you why.

SCREAMER *PAGE 94*
PC Racing Game by Virgin
October Release, Price £29.99.
Italian programmers Graffiti have created the ultimate PC road racer. Screamer combines key elements from Daytona USA and Ridge Racer and adds in eight-player network play!

BUG! *PAGE 100*
Saturn 3D Platform Game By Sega
September Release, Price £44.99
Sega promised 3D platform gaming quite unlike anything seen on another home system and for once, the reality pretty much lives up to the hype.

KING OF FIGHTERS '95 *PAGE 108*
Neo Geo Fighting Action Game by SNK
September Release, Price £59.99
One of the MAXIMUM team's most eagerly awaited fighting games has finally arrived - and it's everything we hoped it would be - and more.



MAXIMUM ***CLOSE-UP***

DAYTONA USA *PAGE 70*
Saturn Racing Game By Sega
Current Release, Price £49.99
Full lowdowns on each car, all the horses, track tricks and a lot more besides. The ultimate companion for all Daytona drivers!

PANZER DRAGOON *PAGE 82*
Saturn 3D Shooting Game By Sega
Current Release, Price £49.99
One of the best 3D blasters around benefits from a whole host of awesome codes, cheats and hidden modes. Everything is revealed on these pages!

MAXIMUM ***REGULARS***

NEW GAMES... PLACES... EVENTS... *PAGE 114*
Everything in the world of next generation gaming is revealed in the biggest, most informative news section in the history of videogames. We visit the Capcom Summer Festival in Japan, check out Sega Rally and Virtua Cop and bring you up to date on the latest incredible Virtua Fighter 2 developments. All that and more in our first 26 page news section!

REVIEWS *PAGE 142*
All the latest reviews on Sega Saturn, Sony PlayStation, Neo Geo CD, 3DO and PC.

CORRESPONDENCE REQUIRED
MAXIMUM magazine aims to be a fully interactive printed experience, which basically means that we want your letters. Points about the magazine and the gaming community in general are appreciated, along with interesting questions which we may be able to answer. All console vs console missives and pointless queries will be filed in the MAXIMUM refuse disposal unit.

Heihachi returns: by the time you read this magazine, Namco's most awesome fighting action game will be available in the arcades. Our unmatched ten page coverage begins on page 20.

Strap yourself in for the fastest REND EXPERIENCE of your life!!

PSYGNOSIS HAVE CREATED THE FASTEST CONSOLE RACING GAME IN EXISTENCE!! SCORCH THROUGH FUTURISTIC TERRAIN USING LIGHTNING REFLEXES, NERVES OF STEEL AND THE ODD MISSILE OR TWO!!

In the mid 21st century transportation is dramatically revolutionised by the discovery of a stable on-board anti-gravity device. Roads are stripped of their decaying tarmac surfaces and upgraded to accept the wheel-less carriages. Journey times tumble, land links enter a new age.

From the anti-G breakthrough, is borne a deadly new sport. A sport that captures the imagination of nation after nation. A sport with the sole intention of pushing human endurance to the limit.

Formula 3600 Anti-Gravity Racing League — or WipeOut as it's known in more colloquial circles — covers the globe with six locations in its racing calender. Hair-pins bends, freefall jumps, and plummeting tunnels lie before the racers as they tackle the ever increasing challenge of the courses, but with the added dimension of built-in stun weapon systems to hamper the other racers.

Drivers launch themselves into the adrenal rush fuelled by promise of the greatest sporting prize on the planet and glorious victory!

RED racing

wipEout"

®

STEMS™

PlayStation

Speed into the next millenium with a in home console ROAD RACERS!!

WITH ITS SUPERLATIVE 3D TEXTURE-MAPPED GRAPHICS AND AWESOME SOUNDTRACKS, WIPEOUT IS UNDENIABLY THE GREATEST AUDIO-VISUAL FEAST EVER TO HIT THE SONY PLAYSTATION!!

WIPEOUT IS TOP OF THE POPS

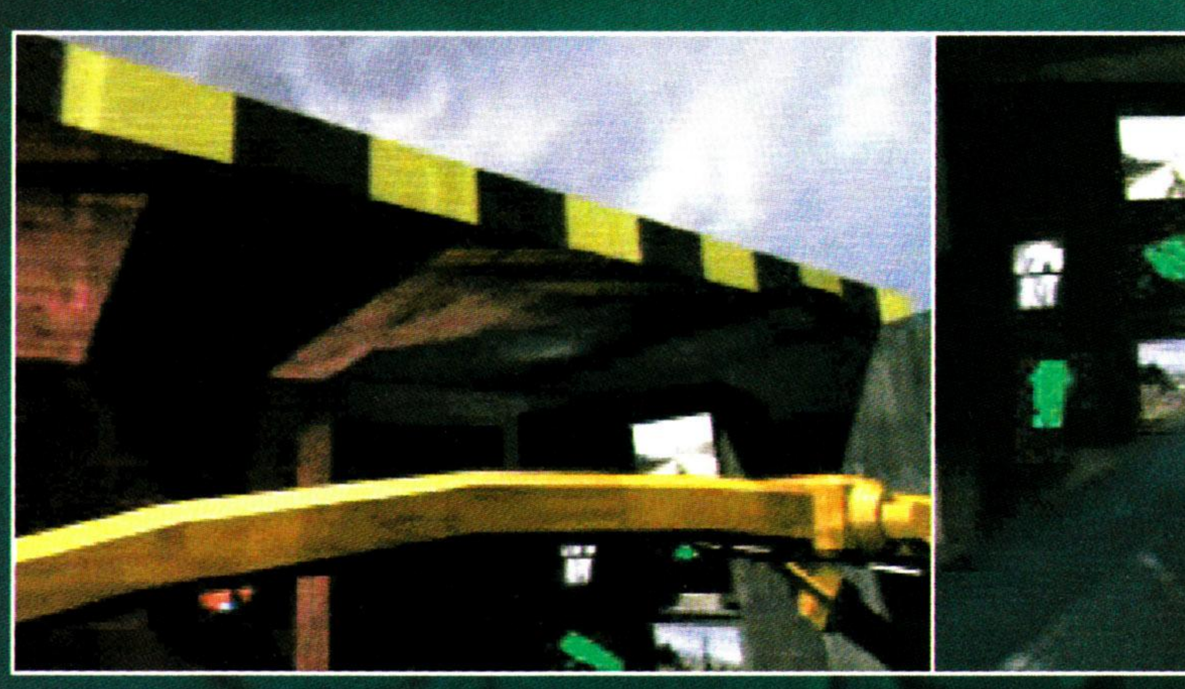
There's absolutely no question that music is an essential part of the success of any quality game. In the past, however, games companies have usually relied on in-house musicians to provide the background audio. Yet with the obvious leap in console technology and guaranteed CD quality sound, Psygnosis have bridged the gap between the music and software industries to recruit three of the UK's foremost techno acts. Orbital, The Chemical Brothers, and Leftfield have all been signed to produce tracks for WipeOut, the first time such musicians have been commissioned to work on a video game. The offering from Orbital was recorded specifically for the game and previewed at this year's Glastonbury. On the part of Leftfield, they have remixed Afro-Left from their last album Leftism to present Afro-Ride. The Chemical Brothers have taken Chemical Beats from their current album Exit Planet Dust, rounding off the radical musical line-up all clocking in at over 150 bpm. Look out for an album release of all the tracks from WipeOut in the near future.

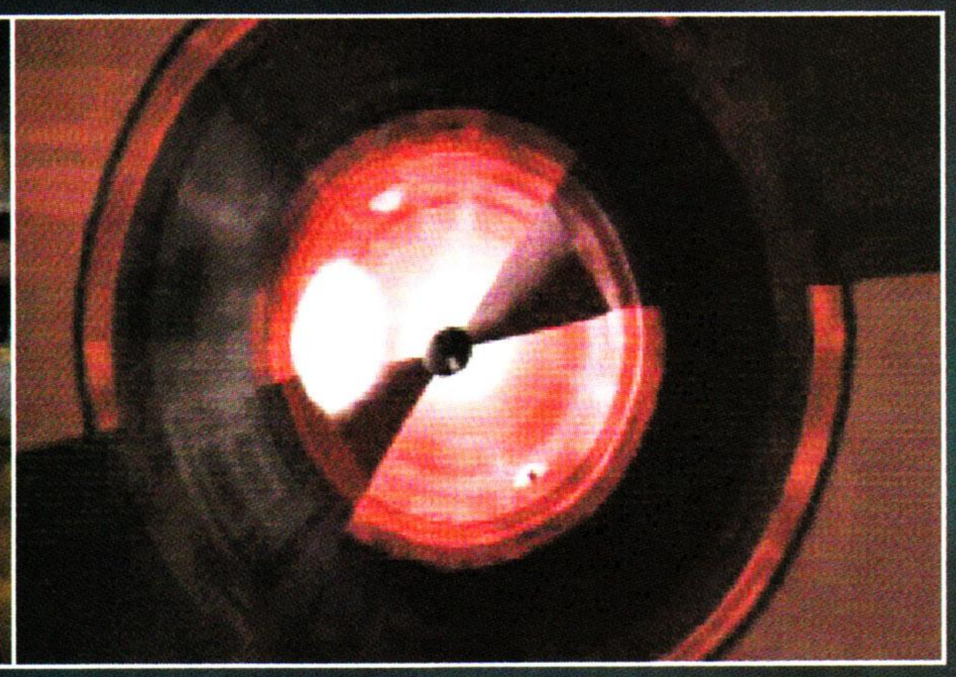
TWO PLAYER VIA THE LINK-UP CABLE

Via the soon-to-be-released link-up cable, WipeOut is open to two player challenge. Once the two player has been initialised, the choice is between a straight head-to-head battle, or alternatively racing with the rest of the field. Naturally weapons are available on a free-for-all situation, especially in close races where the track icons that supply the weaponry take a few seconds to reset before dishing out more of the same.

DESIGNS BY DESIGNERS REPUBLIC

Employing yet more homegrown talent, the developers have brought in design consultants the Designers Republic to work on the logo and on-track icons. While the game loads, more observant gamesplayers will notice the highly stylised 'I love my DR' logo that spins into the screen. According to Sue Campbell from Psygnosis, the team from Designers Republic were so impressed with the game, that they offered to work not only on the track icons and logo, but also on the typefaces and character and team icons.





wipEout®

EVOLUTION

MORE PLAYERS IN THE FUTURE

Often networking is forgotten in the mists of game detail, in particular for PC titles where it's more common to find the system in operation. But with the emergence of dedicated consoles like the PlayStation and the eventual rejection of split-screen eye-strainers networking looks set to become an essential part of multi-player titles. According to one source within Sony, an additional multi-tap adapter is planned, with the intention of being able to link up 20 machines at the same time!

VENOM FOR LEARNERS, RAPIER FOR MASTERS!

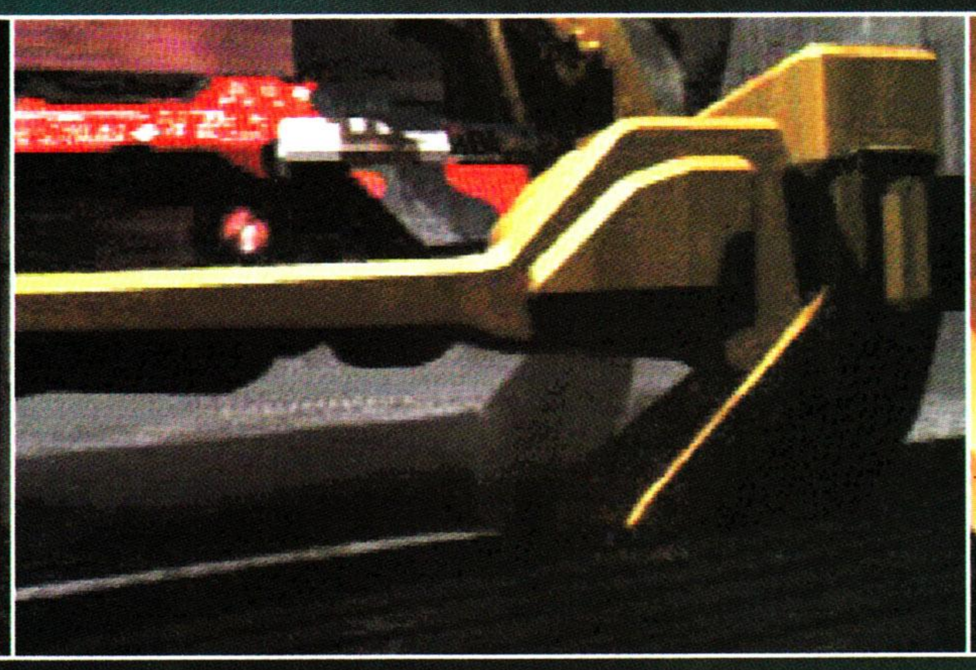
Building on the success of 16-bit racing titles like Super Mario Kart, the programmers from Psygnosis have opted for two classes, or if you will, two formulas to race. Called Venom and Rapier, the difference between the two is pure speed. However before the player can even consider embarking on the super-charged Rapier class, they must first complete all of the Venom tracks, qualifying in the top three. In reality the speed of the first courses has to be experienced at first-hand to be believed, but this initial sense of adrenalin soon pales into insignificance after witnessing the sheer roller coaster force of the Rapier class. Remarkably the frame rate has been maintained even though the speed is at least 50% faster than the first class. What's more rumour has it that an even faster class is hidden within the game.

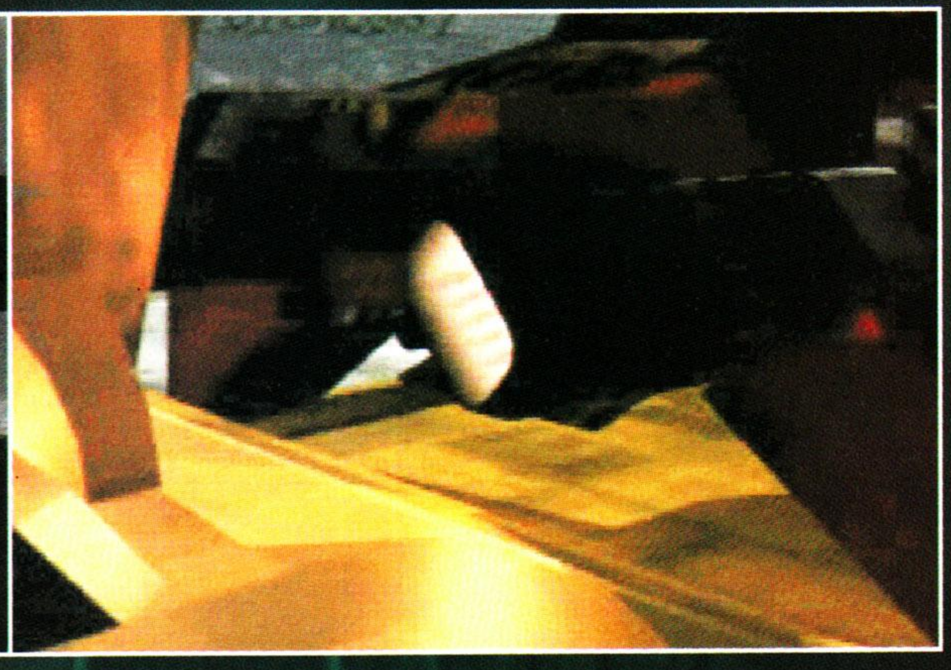
PAL CONVERSIONS: THE STANDARD IS SET

Videogames are usually programmed primarily with faster NTSC versions of the host console in mind. When it comes to conversion onto PAL machines (which are slower because our screens have more lines on them than Japanese and US models), there has been some awful borders and/or slowdown evident.

Maybe because Psygnosis are a European company, this hasn't happened with WipeOut. Admittedly, it is ever-so-slightly slower than the NTSC game, but it has to be said that this is probably the greatest PAL conversion we've seen on a super-console. There are tiny, barely noticeable PAL borders and the speed is still totally awesome. In fact, because our screens have more lines than NTSC ones, European owners get a slightly richer display.

STATE-OF-THE-ART CD VIDEO SEQUENCES ADD TO THE ATMOSPHERE!! HAVE 3D RENDERED SEQUENCES EVER LOOKED SO GOOD ON ANY HOME NEXT GENERATION SYSTEM?!



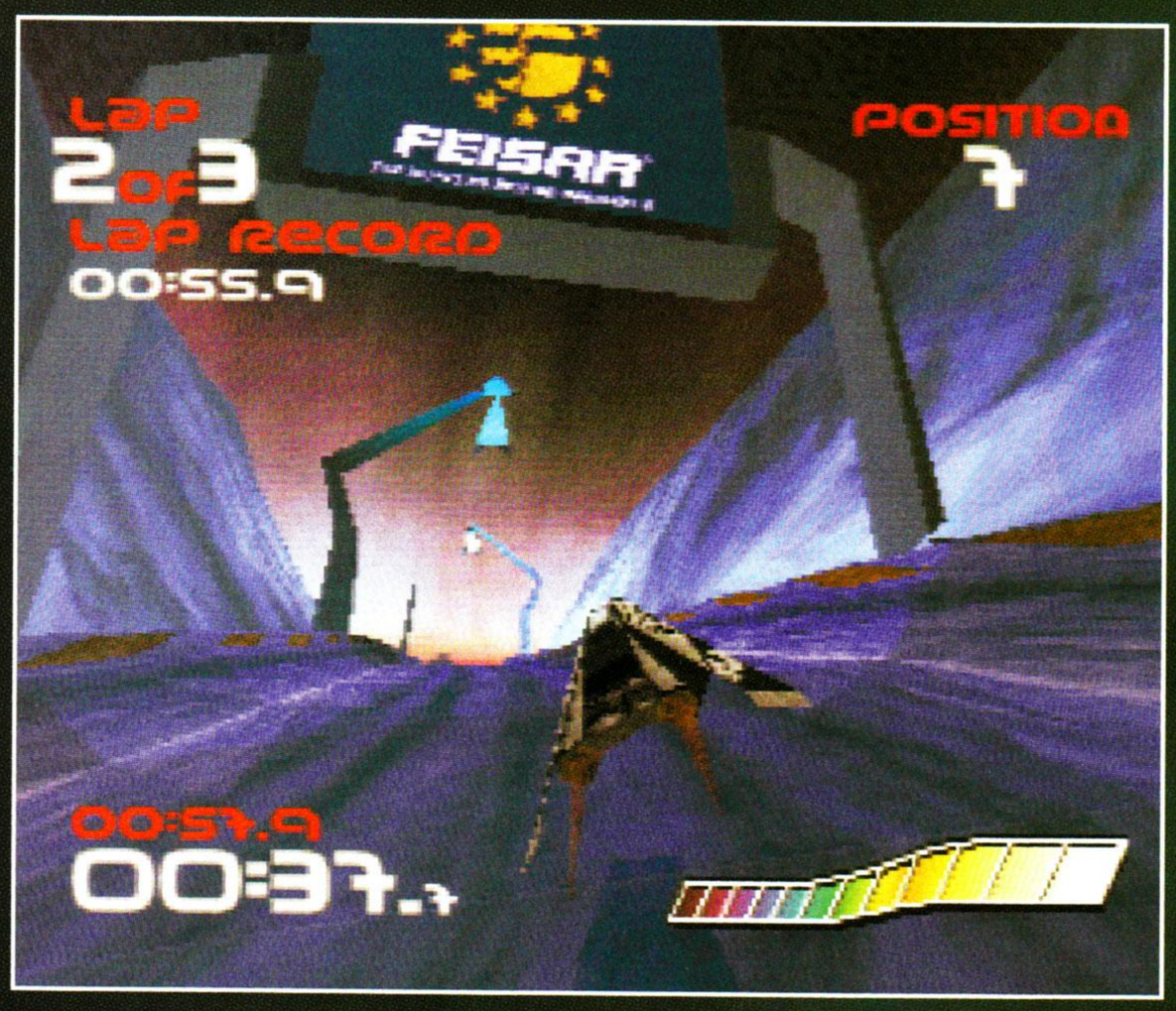


It strikes me as odd that government bodies, particularly the World Technology Symposium, have been so hasty in denouncing anti-gravity technology as unsuitable for mass transport systems. They say it is inefficient and not 'cost effective'. My guess is that this is the voice of the government who have just increased tax on current fuel supplies.
Tessa Deakin of the Future Transport Campaign. 'New Transport Monthly', November 25th 2024.

The racing game of the FUTURE: Wipe
CHALLENGES await in this turbo-charg

WIPEOUT CONTAINS ALL THE FEATURES OF THE TOP 32-BIT RACING TITLES BUT ADDS EVEN MORE OPTIONS AND SUPER-INTUITIVE CONTROLS!! MASTER WIPEOUT CONTROL AT TOP SPEEDS AND MASTERY IS YOURS!!

Like any other racing game, WipeOut is a case of precision steering, acceleration, and braking. But unlike any other racing game, the small issue of no gravity comes into play. Due to the lack of physical contact with the track, oversteering is a very likely possibility. At first players experience a fair amount of collision with the sides of the course, resulting in low positioning compared to the silky swerving of the other competitors.
But in time, reflexes become sharper, and after several attempts the challenge transfers from the twists and bends of the track to the other vehicles. The learning curve progresses from the basic controls, to weapons systems, and finally advanced techniques.



CHOOSE BETWEEN INTERNAL OR EXTERNAL VIEW

Multiple views are most definitely the hallmark of the new 32-bit systems with most racing and flying games providing at least two viewpoints. WipeOut fits this bill with the internal and external perspectives, just like Ridge Racer. The choice between the two views is purely personal but in similarity to the Namco title, the internal view allows more scope for collision, the closeness to the ground giving an additional sensation of speed. In contrast, the external view of the vehicle offers more precise control for beginners, and gives a longer depth of vision - very important for memorising the ideal driving line.

HOW TO CONTROL WIPEOUT

Anyone familiar with the classic F-Zero on Super NES is easily at home with the control method employed by WipeOut. Unlike other games of this ilk, the hovering vehicle idea isn't just an excuse not to put in any sort of power drift. No sir, WipeOut is markedly cleverer than that.
Left and right are employed to "tip" the craft and are used to move small amounts in the specified direction. Although they are the main controls, they are best reserved for over-taking and establishing your racing line. Corners? No way!
The buttons offer some control over your engine. What the accelerate button does is pretty obvious, but using the brake is quite a lot more more complex. Although it is quite dependent on which machine you have chosen, by and large the brake button just isn't really that great at drastically reducing your speed. However, it is more than adequate when used in combination with the air brakes and let's face facts, the only time you're really going to need to slow down is when you take the corners.

AIR BRAKES

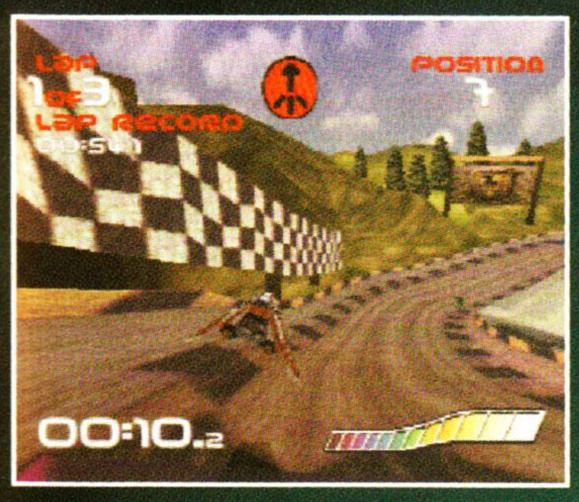
Apart from the standard right and left steering system, every craft has additional air brakes to assist in the particularly tight situations. Effectively each air brake cuts the power to the engine, forcing a violent veer in the opposite direction to the extinguished flame. Once again, control of the air brakes requires practice and innumerable scrapes with the toboggan-like runs, but mastery of the system reaps massive rewards, and is a necessity on the later courses.
A similar system was in evidence in the epoch-making F-Zero, but in WipeOut the system requires total mastery - particularly in the Rapier set of courses. Stick with it and you should soon get the hang of it.

CAN YOU MASTER THE TURBO START?

Obviously someone in Psygnosis' top programming department is something of a Super Mario Kart fan, as just like the Nintendo Miyamoto epic, WipeOut features a turbo start.

WipeOut"

ut!! All-new
ed title!!



Unlike Mario Kart, mastering the timing for that initial rush of mega-speed is extremely difficult. You need to constantly rev the engine at a certain point on your rev meter as the countdown commences, jamming the accelerator down as the race begins.

Failure to perform this procedure could result in you over-revving the engine, thus wasting valuable seconds. However, if you are successful, you're treated to an incredible rush of super-speed of Rapier class proportions which helps you catch up with the race leaders in the initial lap. In fact, the velocity is just too much to be honest and you should be finding yourself using your air brakes to stay in control of your craft.

It should be noted that the race leaders perform fast starts all of the time and mastering the techniques involved really reaps rewards on the Rapier class.

USE THE OPTIONS TO CONFIGURE

Long gone are the days of dull old options screens, as the next generation spells rendered icons floating in 3D space. First up is the PlayStation's Memory Card function, allowing the player to store progress - a nice feature for skipping straight to the Rapier class following qualification (it also saves off your best times, too). What's more, not only can the joypad can be configured to individual comfort, but the music is fully mixable, adjusting the levels to boost the in-game tunes or FX. Something to suit everyone.

ON-SCREEN DISPLAY

When travelling at the speeds experienced in WipeOut, the on-screen display has to be instantly accessible to say the least. Here's the breakdown of the in-flight information.

- 1. *SPEED DISPLAY*

At the start of every race this is the key to pulling off a boosted start. Time the revving perfectly and the craft shoots to the front of the pack. This is very difficult to master, but well worth the effort.

- 2. *STARS*

During Championship mode the stars indicate how many more attempts are left to qualify. Fail to make the top three results in you requiring to start the course again.

- 3. *TIME*

As you might imagine, this clocks each lap to a hundredth of a second and comes to the fore in Time Trials. The previous lap-time appears on-screen to enable you to measure your performance in the current lap.

- 4. *WEAPON GRID ICON*

Probably the most important display function, this is the guide to the current active weapon. Each weapon has a distinctive icon that enables you to instantly learn which power-up you have received. To use the weapon hit the O button and watch it fly.

- 5. *LAP AND LAP RECORD*

Keeping tabs on the number of laps and the best times, it's time to pull out all of the stops when on that third lap and still in fifth! Notice that all of the important information is in large, fast-to-read characters.

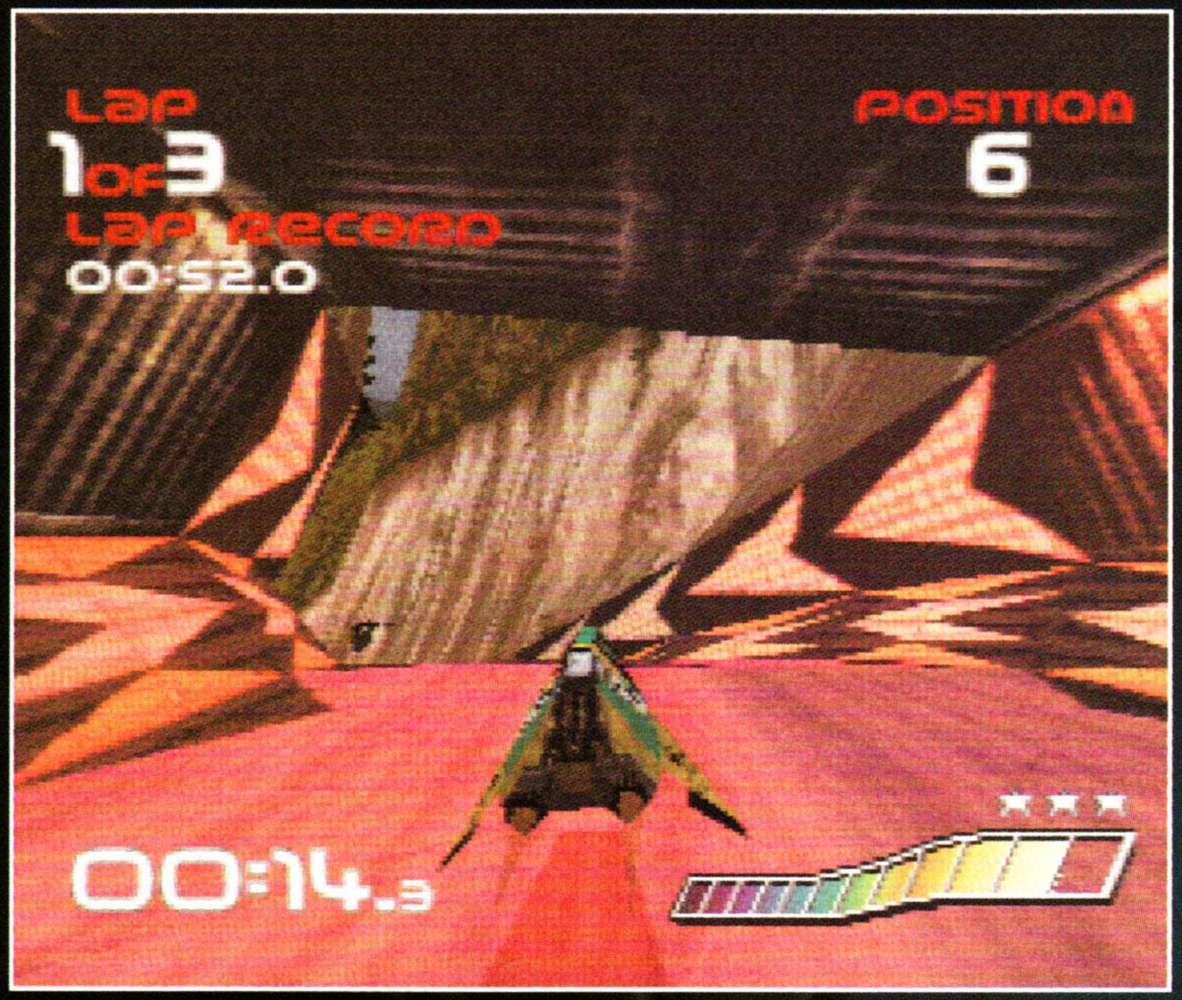
- 6. *POSITION*

Self-explanatory, but vital if qualification is to become a reality. On two-player link-up games, you get to see your human opponent's position as well. This makes up for the lack of a 1P marker (or something similar) appearing on-screen whenever your foe arrives in your line of sight.

Four teams compete in the WIPEOUT Racing HEROES from across the world

EACH WIPEOUT TEAM HAS THEIR OWN SPECIALISED STRENGTHS AND WEAKNESSES - CHOOSE THE TEAM TO MATCH YOUR STYLE OR MASTER ALL-NEW HIGH-SPEED RACING TECHNIQUES!!

After the F3600 Anti-Gravity Racing League was formerly established, four international teams became the focus of competition. Spanning the globe, each team consists of two drivers and an army of support units ranging from research to general maintenance of the vehicles. All four teams race on every course, and it is up to the player to decide which team they would like to join. Here is the complete breakdown of the teams.



AG SYSTEMS

Country of Origin **Japan**
Manufacturer **AG Systems International**
Design Model **3240ii SRX**
Engine Configuration **2x 1200 bph - reheat**
Engine Model **Falcon 4 MkII**
Stabilising Surfaces **Pro-Am PB90**
Braking System **Pirhana 2 - Speed Responsive Braking System**
Weapons Control **AG Systems UK**

High in the acceleration ratings, AG have scored quite a triumph with the MAXIMUM team as the most frequently used team for tackling new challenges. Add to the acceleration, the craft's ability to take corners with moderate ease, and you have the ideal novice vehicle. The downside for the craft is the average mass which causes trouble when being knocked about.

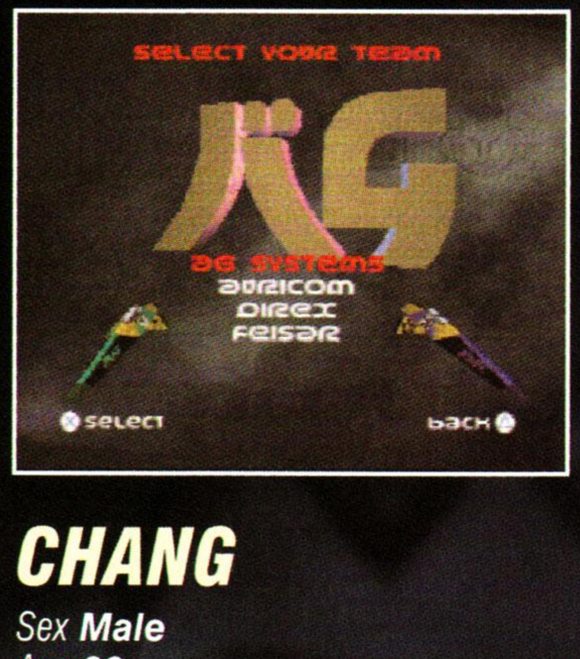
CRAFT STATS
ACCELERATION: **A**
TOP SPEED: **C**
MASS: **C**
CIRCLE TURNING: **B**

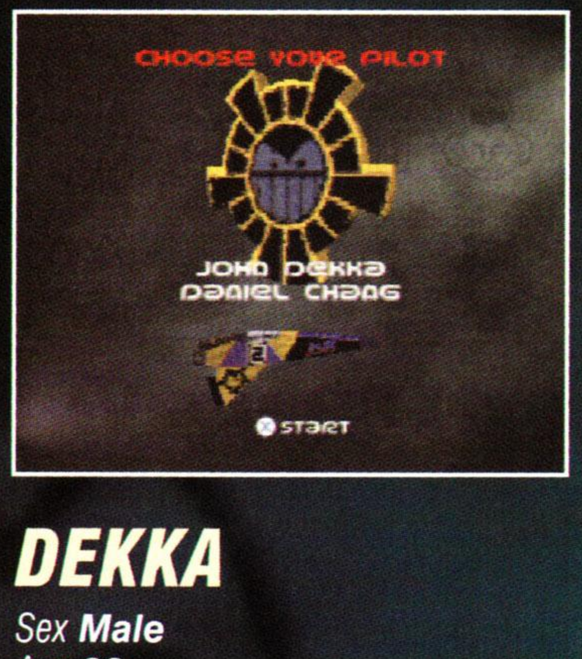
AURICOM

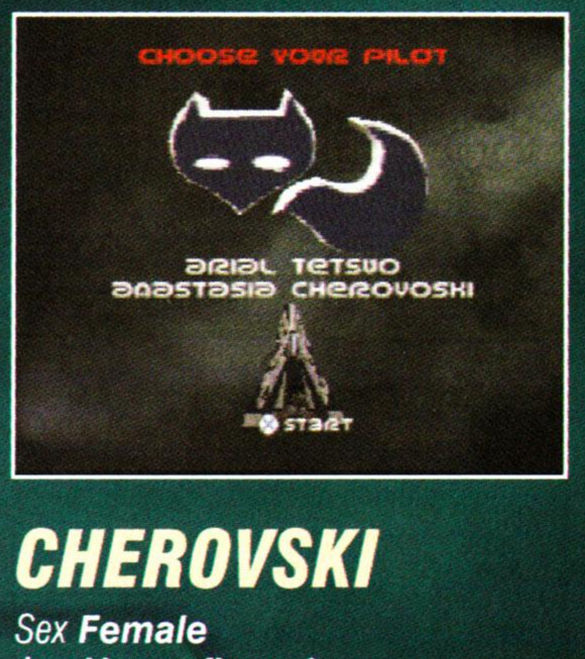
Country of Origin **USA / Canada**
Manufacturer **AURICOM Research Industries**
Design Model **A.R. 2700 Model B**
Engine Configuration **3x 660 bph - reheat**
Engine Model **Syrus 660 MK IV**
Stabilising Surfaces **Pro-Am SR640**
Braking System **Pirhana 4 - Power Responsive Braking System**
Weapons Control **AG Systems UK**

The real heavy-weight contender on the track, trying to push your way past an Auricom vehicle is not an option! Although a little slow on the uptake, once these monsters get going the momentum carries them at tasty top speeds. Not one of the most easily accessible teams, but one for the more expert drivers.

CRAFT STATS
ACCELERATION: **C**
TOP SPEED: **B**
MASS: **A**
CIRCLE TURNING: **C**







CHANG

Sex **Male**
Age **29**
Nationality **Chinese**
History **Defected Communist**
Height **5' 8"**
Weight **95 kg**
F3600 ID **CHAN 210.0.3.4**

12 MAXIMUM

DEKKA

Sex **Male**
Age **38**
Nationality **American**
History **AG's finest test pilot**
Height **6' 0"**
Weight **89 kg**
F3600 ID **DEK 200.0.1.1**

TETSUO

Sex **Female**
Age **22**
Nationality **Japanese**
History **Twin sister of Arian**
Height **5' 3"**
Weight **42 kg**
F3600 ID **TETS 304.3.1.8**

CHEROVSKI

Sex **Female**
Age **Unconfirmed**
Nationality **Unconfirmed**
History **Unconfirmed**
Height **5' 11"**
Weight **Unconfirmed**
F3600 ID **CHER 347.12.23.75**

...allenge!!
...gather!!

wipEout"

QIREX

CRAFT STATS
ACCELERATION: ***D***
TOP SPEED: ***A***
MASS: ***B***
CIRCLE TURNING: ***D***

Country of Origin ***Russia***
Manufacturer ***QIREX International***
Design Model ***Quantex Design Model 4***
Engine Configuration ***1x 1700 bph - super reheat***
Engine Model ***1700 PowerStation 4***
Stabilising Surfaces ***Pro-Am PB90***
Braking System ***Airflow400 - Power Assisted Braking System***
Weapons Control ***Krakken 1 Weapons Deployment System***

Almost typically Russian in their construction, these single engined workhorses take a long time to get going, but once they go, they stop for no man. Do not attempt to pilot a Qirex craft on any advanced course unless you know exactly what you're doing - the turning circle on these babies is something close to a super tanker!

FEISAR

CRAFT STATS
ACCELERATION: ***B***
TOP SPEED: ***D***
MASS: ***D***
CIRCLE TURNING: ***A***

Country of Origin ***European Consortium***
Manufacturer ***FEISAR***
Design Model ***LS-5600 MKIV***
Engine Configuration ***2x 1400 bph - super reheat***
Engine Model ***Falcon Syrus 2800 mkiv***
Stabilising Surfaces ***Pro-Am SR320***
Braking System ***Airflow 230 - Speed Responsive Braking System***
Weapons Control ***FEISAR 4 Armacall Computer***

When first confronting the AG 3600 circuit, you can do far worse than choose a Feisar vehicle. Although slow at speed, the acceleration compensates for the minor mistakes made during initial attempts. But more importantly, the Feisar craft have the best handling of any team. The only fighting chance a novice will have against the expert competitors and the trials of the final legs.

SOLAAR

Sex ***Male***
Age ***40***
Nationality ***Russia***
History ***High-Speed expert***
Height ***6' 4"***
Weight ***124 kg***
F3600 ID ***SOL A423.12.1.1***

TETSUO

Sex ***Female***
Age ***22***
Nationality ***Japanese***
History ***Twin-sister of Arial***
Height ***5' 3"***
Weight ***43 kg***
F3600 ID ***TET 303.2.0.7***

DE LA RENTE

Sex ***Male***
Age ***22***
Nationality ***French***
History ***World Record holder***
Height ***5' 10"***
Weight ***45 kg***
F3600 ID ***RENT 102.6.9.10***

JACKSON

Sex ***Male***
Age ***36***
Nationality ***English***
History ***Unconfirmed***
Height ***5' 9"***
Weight ***93 kg***
F3600 ID ***JAK 234.32.32.0***

We awake this morning to find that so-called anti-gravity scientists have been wasting public money on fruitless projects and expense account lunches. The 'AG community', as they are known, decided to continue research into anti-gravity transport, even though their governing body insisted that such plans could never be realised. The US government is now demanding an enquiry into the unauthorised spending of their money.

Geena Dawkins, 'Hello USA' (TV show), October 22nd 2034.

ONLY THE RACE TRACK CAN POWER YOUR ARSENAL!! GLIDE OVER THE GRIDS AND A RANDOMLY SELECTED WEAPON IS READY FOR LAUNCH!! ATTACK OR DEFEND WITH THE VERY LATEST RACING LEAGUE ARMOURY!!

Central to playing and succeeding at WipeOut is the art of using the track to your advantage. Once the layout of bends, jumps, and intersections has been mastered, track icons should be the next objective. Memorising the location of every speed-up and weapon power-up is essential to breaking the lead of an opponent. The weapons and shield are all loaded on-board prior to the race, but can only be randomly activated by the Weapon Grids. The pilot soon develops a keen sense of judgment when dealing with the weapons, thankfully they only hinder due to the excessive cost of building the craft. The two-player option has an additional two weapons to enhance the competitive challenge.

SPEED-UP

One of the most essential elements of the game are the Speed-Up icons scattered on the tracks. Once the driving line has been established, every opportunity to speed up must be grabbed (on Venom class at least), as these may be some of the only chances to nudge past trickier opponents battling for the lead. Multiple icons give an even greater boost to performance.

BRIDGE THE GAPS

On every track the pilot has to face at least one jump or minor abyss to conquer. The main hazard here is not clearing the gap and ending up in the safe arms of a hovering drone, which results in a severe time penalty as the craft is reset on the track. In the Rapier class it is easier to overshoot the jump than you may expect. In addition to these risks, the other consideration must be maintaining control of the vehicle on the other side of the gap. The resistance from the AG track causes havoc with the stabilisers for a short amount of time. This can, however, be used to the advantage of pilots of heavier craft as it is possible with practise to slide underneath other vehicles and pop-up in front of them.

THE TRACKS SPLIT INTO TWO

Not so much a hazard than a test of handling the craft, intersections provide some of the more impressive wipeouts! It's a good idea to avoid following a craft into one lane of the smaller intersections due to the width restrictions and likelihood of being caught in their wreckage if they hit the wall.

A powerful array of deadly WEAPONS
A direct hit and it's a WIPEOUT!!

wipEout®

SIX DIFFERENT POWER-UPS AID ATTACK AND DEFENCE IN THE SINGLE PLAYER MODE!! IMPROVE YOUR POSITION BY BLASTING ALL OPPOSITION OUT OF YOUR WAY!!

● MINES
Laid in bursts of five, they cause slowdown with every hit. Position them at the start of jumps or entrances in a diagonal spread for optimum coverage.

● SHIELD
Does exactly what it says on the tin! Players can pick up other weapons while Shield in operation but cannot use them until the Shield has expired.

● SHOCKWAVE
Causes craft to stall and become uncontrollable for a few seconds. Use on opponents before they jump across gaps.

● TURBO SPEED
The ultimate rush for a split second. Avoid using off jumps unless you want to end up embossed on the side of a mountain. Good for boosting speed after being hit.

● HEAT-SEEKING MISSILES
Lock-on target and follow the victim until the point of impact. Causes momentary loss of power and speed. Only counter measure is the Shield.

● ROCKETS
Similar to Missiles, but without the lock-on device.Careful aim is required but the effect is the same should you hit the target.

WHEN SHOULD YOU USE YOUR WEAPON

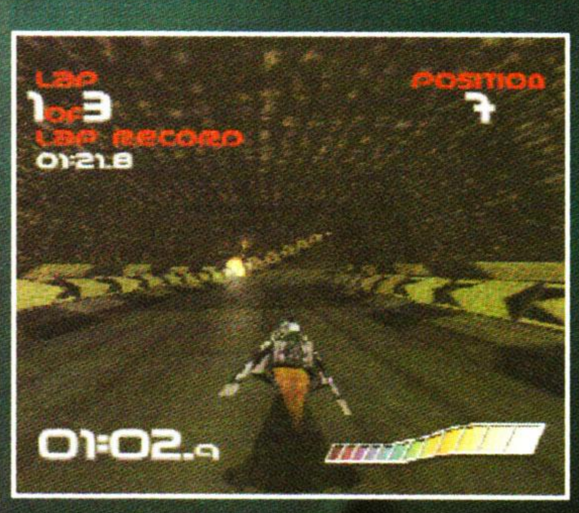
A great degree of skill and some planning is required to get the best out of the power-up weaponry in WipeOut. Carefully using the power-ups enables you to steal previous positions from your opponent. Poor usage could well result in you actually losing places.

Speed-Ups are super-useful icons to collect on your travels, providing your craft with a huge boost of velocity. However, it's best to save them for long straights, or high-gradient hills. Firing one off at any other time usually results in a collision with the side of the road, wasting valuable seconds.

Missiles come in two forms - heat-seeking and manual. Each type requires different tactics if you're to use them effectively. Manual projectiles fire straight ahead, stopping the target cold if they hit. This sounds great in theory, but it results in much trouble. Because you have to line the target up in front of you, you usually end up smashing into your "defeated" opponent. This actually helps him to get going again! The only proven tactic is lay off the accelerator, turn the nose of your ship, fire and then accelerate off in your original direction. You can avoid this if you strike from long-range, but here the chances of a manual missile hitting are low..

Heat-seeking missiles are a different kettle of fish altogether. Yes, it is still possible to smash into a temporarily immobilised opponent if you fire at close range, but here you have the luxury of not having to target your missiles. This gives you plenty of scope to dodge out of the way with plenty of time to spare.

WipeOut gives you aural indications of what power-up weapon an opponent behind you possesses. This dictates the timing for your own icon executions. Shields and mines have been designed with the tailgater in mind. The former power-up absorbs any missile sent at you (although you can't retaliate) whereas the mine is an effective counter-measure that can spell doom for those who aim to send a heat-seeking missile up your pipe.



your disposal!!

SEVEN deadly CHALLENGES await in

THERE IS A TOTAL OF SEVEN HIGH-SPEED TRACKS TO CONQUER IN PLAYSTATION WIPEOUT!! IN THIS EXTENDED PLAY FEATURE WE PREVIEW THREE OF THE MOST CHALLENGING COURSES OF ALL!!

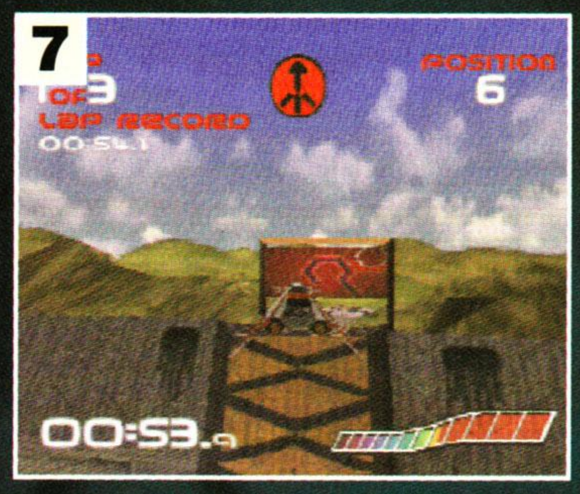
Featuring extremely narrow sections, Terramax squeezes the tracks beyond reasonable limits.

The initial incline develops into a high speed run towards the tough right-hand bend into the narrowest tunnel in the entire racing calender. Not only is the tunnel half the width of the rest of the track, but an additional 90 degree turn guarantees serious jostling for position.

Outside of the tunnel, it's a brief venture onto the old metal bridge before hitting the jump across the water. The next port of call takes the racers through the remains of a corrugated-steel hanger and onward to the largest jump of the track.

Any failure to gather enough speed during the run-up to the ramp is punished with swift capture by the drone hanging around for strays.

Over the great divide its home free to the start for the completion of the lap. Terraxmax is the first serious challenge in the tournament!



RAGE ON TWISTED METAL!!

TERRAMAX

peOut!!

wipEout®

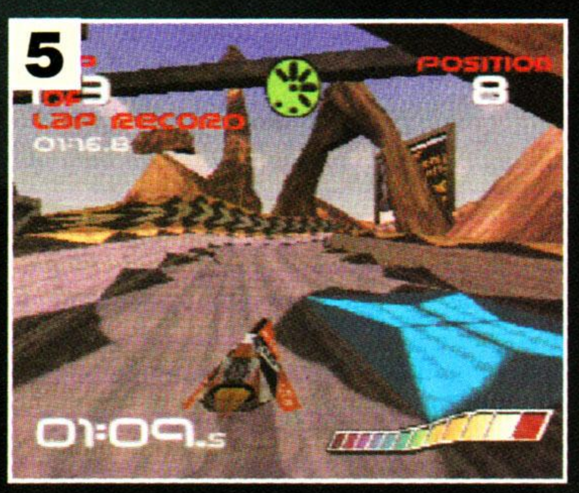
HIGH-SPEED DESERT DRIVE!!

ARRIDOS IV

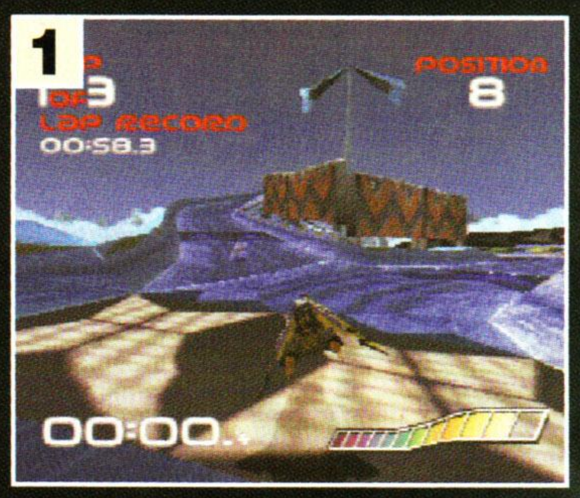
Set in an arid wasteland, this desert track demands racing excellence for its steep bends, short intersections, and vast leaps over the canyon floors.

An undulating track faces the uninitiated, before throwing them into a violently twisting mine shaft, the exit of which is a quick spin through space. Back on the track, the gradient becomes ever more intense as the vehicles fly down a slope headlong into the first split. This is then followed immediately by another intersection leading to a further tunnel.

Serious banking is the order of the day for the doubling-back action through propped runs of the track past the cactus strewn land of oil wells. Following this is a mega leap over the track and homeward.



THE MOST VISUALLY STUNNING OF ALL THE TRACKS IN WIPEOUT!! THE TREACHEROUS CORNERS OF SILVER-STREAM ARE GUARANTEED TO SORT THE MASTERS OUT FROM THE GAME DEVIANTS!!



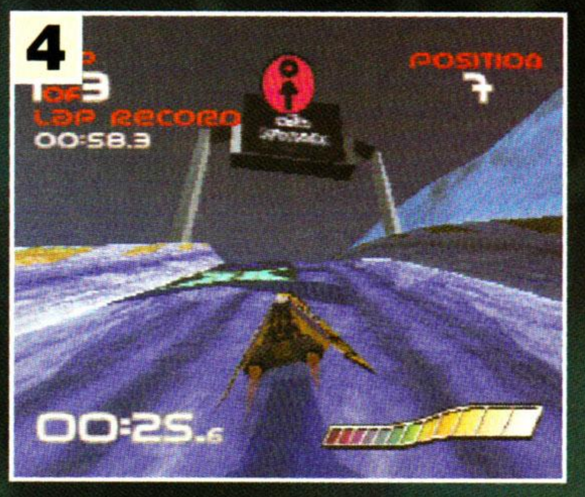
FLY THROUGH THE FROZEN WASTES!!

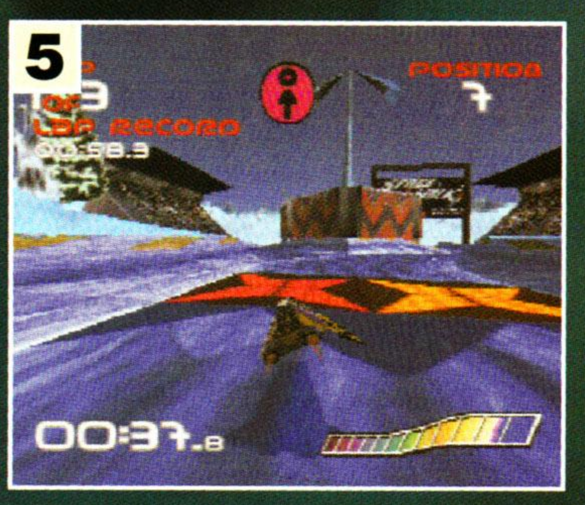
SILVERSTREAM

The last port of call before entering the Rapier Class stakes, Silverstream is not going to give up the honour without a vicious fight! All drivers must be prepared to suffer the humiliation of the toughest corners on the Formula 3600 circuit.

Before the vehicles have even gathered speed from the start, the track splits into two causing confusion as to the best route. The left branch ascends into a modest reverse S-bend, whereas the right-hand route takes a far more approach — two 90 degree bends — before unifying at the entrance of the first cavern.

Inside the cavern, the glorious light sourcing on the walls is short-lived as the craft are thrown into the hardest corner in the entire game. A complete U-bend, timing and severe use of the airbrakes is the only real answer to pass through untouched. Once past this extreme formation, the track climbs steadily before falling into a drop towards the second intersection, which serves as an obstacle to the novice Silverstream driver. Past the grandstands, the final intersection provides the true dilemma of the course — whether to take the shorter, but twistier, left-hander; or climb once again for a massive leap into the icicle cavern and through a smoother running. Depending on the driver's level of competence the answer is apparent. All that remains is the small matter of a tricky right before passing the starting grid.





The ultimate track CHALLENGE is hew
Destroy SILVERSTREAM to become th

wipeout®

from solid ice!!
Wipeout champion!!

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The IRON FIST tournament returns!! C
world's strongest FIGHTER will defeat

DARE YOU ACCEPT KAZUYA'S CHALLENGE AND COMPETE IN THE SECOND TOURNAMENT?! OVER 20 POWERFUL FIGHTERS FROM AROUND THE WORLD ASSEMBLE TODAY!! ARE YOU MAN ENOUGH TO JOIN THEM?!

20 MAXIMUM

Fresh from its incredible success in the arcades and on the Sony PlayStation, Tekken is back - and it's faster, smoother and better-looking than ever before! Thanks to some special co-operation from Namco Operations, we have been able to play a 60% complete version of this stunning new game and thus we're able to bring you coverage of this hot title unparalleled in any European games journal.

The fighting game is still the most profitable area of business in the arcades, with titles like Street Fighter and Mortal Kombat providing thousands of pounds of revenue. At the end of 1993, the genre was re-defined by Sega's Virtua Fighter, which introduced stunningly animated 3D polygon fighters that greatly excited arcade gamers. Unfortunately, the problem with Sega's title was that it came on a mightily expensive arcade board which cost proprietors thousands of pounds to buy. Namco realised that there was a large gap in the market for a low-cost 3D arcade board and collaborated with Sony to bring gamers the System 11 board. This took PlayStation technology into the arcades and gave Namco the low-cost board it was after.

Tekken was the first System 11 board and it comes as no surprise to find that the sequel is also based on the same technology. However, if you think that the first Tekken game pushed the system to its limits, think again. Tekken 2 is light-years ahead of the first game, boasting many new features such as new characters, new techniques and arts, new graphical effects, new music and even greater playability.

Before we go any further, we would like to stress that the pictures on this feature are taken from the 60% complete version. Namco assure us that the Tekken production team are constantly improving the game's look and will continue to do so right up until the game finally hits the production line. So, expect the final game to look even more superlative than what we've shown here. That being the case, expect a full update in a forthcoming issue.

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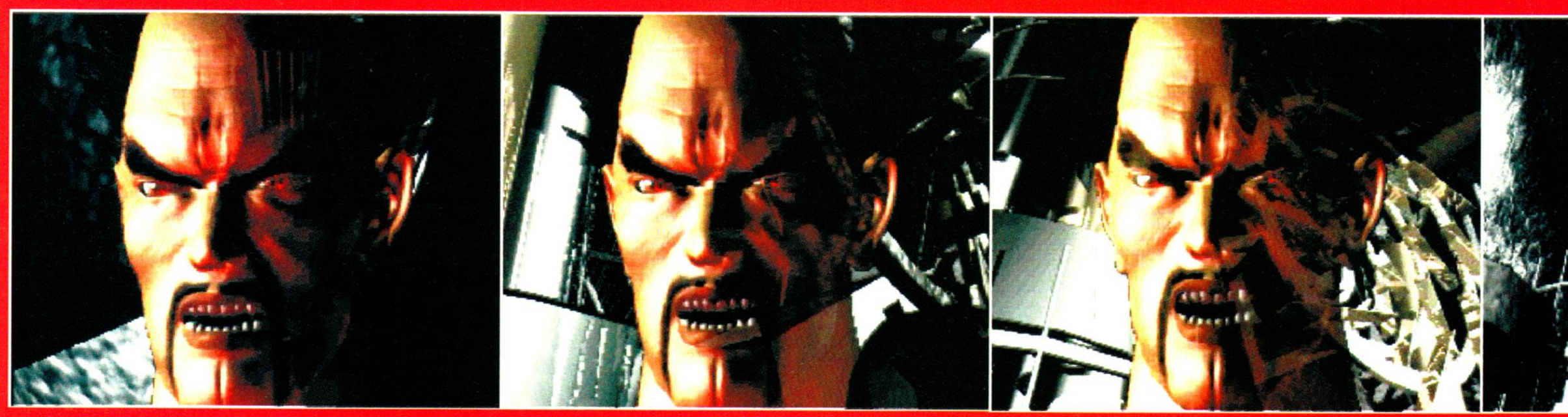


Stunning NAMCO texture-mapped gra this sensational SEQUEL to life!!

NEW FEATURES, IMPROVED GRAPHICS, HIDDEN FIGHTERS AND MIND-BLOWING FIST-FIGHTING ACTION!! ALL OF THIS AND MORE CAN BE FOUND IN NAMCO'S STUNNING TEKKEN 2 COIN-OP!!

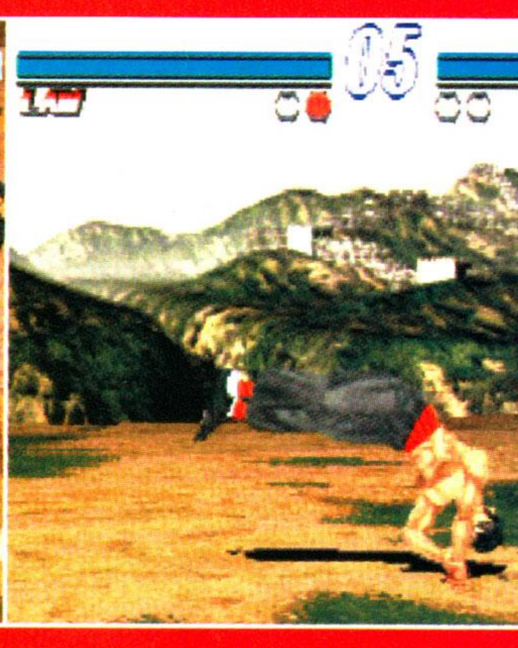
WHAT HAVE NAMCO BEEN UP TO THEN?

In many ways, this new game is quite similar to the original Tekken game released at the beginning of the year. Again, the game features super-smooth 60 frames a second movement which is just as fluid as Sega's far more expensive Virtua Fighter 2 game. Also, the basic range of characters remains pretty much the same, although Namco have given all of them a new look and introduced at least two new fighters for players to master. Also, as well as retaining all of the first game's moves, Namco have added hundreds of new techniques to the game. On these pages, you'll find full details of the new additions made to the game. All of these observations are taken from the incomplete pre-production game and we have been assured by Namco in Japan that the programmers are improving both the graphics and the code still further. Expect even better things from the final production version of this stunning game.

LIGHT SOURCING FOR ULTIMATE REALISM!

One of the most subtle, yet highly realistic effects added to the sequel is the inclusion of light-sourcing. Basically, this shades the characters depending on where the main source of light is. So, if the main source of light is above, the polygons directly facing the light will be far brighter than those that don't. Alternatively, as in Lei's stage, the light comes from below, which promotes the opposite effect.

This effect gives the game an added dimension of reality, giving the fighters and their backdrops far more depth.



NEW SPOTLIGHT EFFECTS ON SELECTED STAGES!

Some of the levels are staged in very dark arenas, with spotlights being cast onto the fighters so that the players can see what they are doing. The effect is difficult to describe with words alone, so hopefully the accompanying screenshots will do all of the work. Once again, the effect is breathtaking - it's particularly outstanding in Yoshimitsu's arboreal stage and Heihachi's incredible arena.

SPOTLIGHTS FOLLOW THE ACTION *on some of the new stages in Tekken 2. The most impressive include Heihachi's dojo with it's huge wooden panelling on the floor, Lei's night-time cityscape and Yoshimitsu's forest setting. The fighting area is dwarfed by gigantic trees which fill the sky!*

hics bring

NEW CHARACTERS MEANS MORE EXCITEMENT!

Namco have officially revealed the existence of two new Tekken fighters - Jun Kazama and Lei Wulong. Both feature new arts that are totally different in style and execution to the other fighters. However, we can reveal that these are not the only two characters that have been added to the mix. On the 60% complete version we played, the arcade operator had the facility to replace Jun and Lei with two new characters that we've never seen before! We are not going to reveal any more until the game is totally finished, but we are certain that Tekken 2 contains more secret fighters and bosses than any other fighting game.

THE FIGHTERS ARE EVEN MORE REALISTIC!

Namco have done some excellent work in making the fighters move and react even more realistically than they did in the acclaimed Tekken. Now, each fighter boasts smoother, faster and more realistic animation. Every character also benefits from a complete graphical facelift with more detailed texture-mapping. Also, rather than just staring ahead of themselves as they did in the first game, the fighters now keep eye contact with their opponent. For example, if your foe jumps up high in the air, your fighter looks up and follows his progress. Even when behind the opponent, the characters still look (over their shoulders) at one-another. It's a subtle, yet very pleasing effect.

SUPERIOR BACKGROUNDS FOR EVERY FIGHTER!

As well as totally redesigning the look of every fighter in the game, the Tekken production team have totally changed the game's backdrops to provide a game that's graphically far more elaborate than the previous offering.

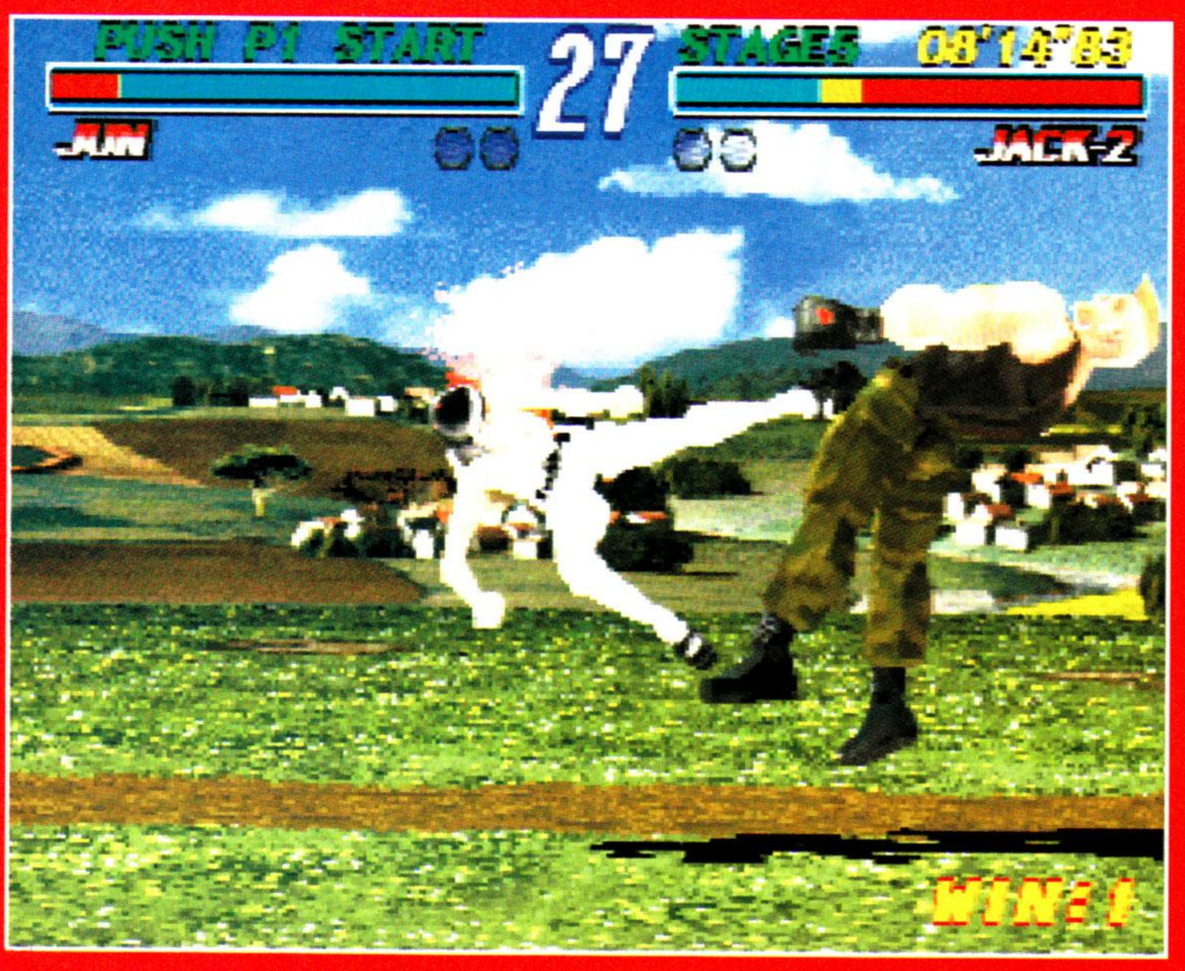
The game's arenas are still a mixture of bit-mapped backdrops with texture-mapped floors, but extra care has been taken to weave the two together to provide a far more pleasing finish. Whilst the backdrops are 2D in nature, the graphic artists have drawn some incredible 3D-like images - our favourite is Yoshimitsu's forest domain.

New FACES join the battle to test the
against the ORIGINAL competitors!!

JUN KAZAMA - BIOLOGICAL FIGHTER

Nationality **Japanese**
Fighting Style **Kazama Classic Bu-Jutsu**
Age **22**
Height & Weight **170 cm, 54 kg**
Blood Type **AB**
Occupation **WWWC Inspector**
Hobby **Bird Watching**
Favourite Things **Forest Bathing!**

Jun is an all-new Tekken fighter who has pledged herself to bringing down evil animal smugglers, hence her involvement with the environmentally sound WWWC organisation. She is a master of Aiki-Jujutsu, a form of martial art combined with Aikido.
After meeting with the ghost of her father, she strongly believes in supernatural phenomena and wants to free Kazuya from the mysterious force that has possessed him. Jun is also pursuing Kazuya for smuggling protected animals.

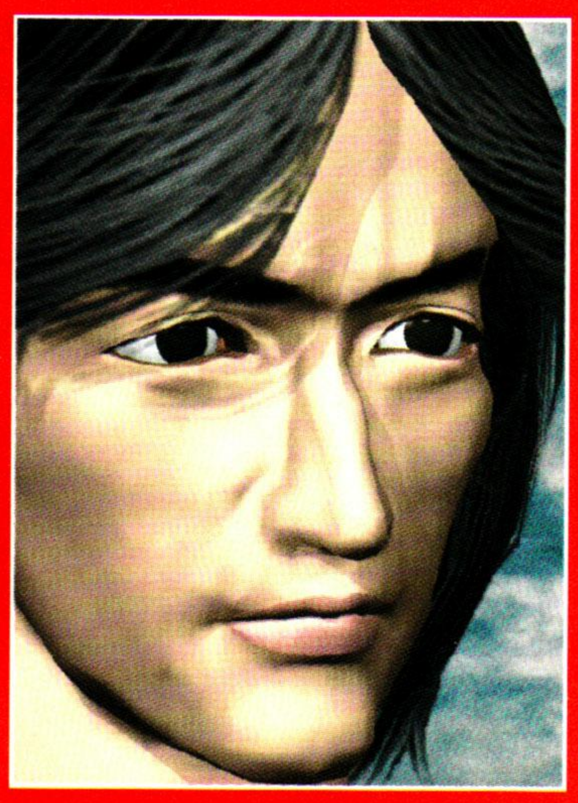


JUN'S MOVES *are sequences of button presses instead of the usual joystick moves.*

LEI WULONG - SUPER POLICEMAN

Nationality **Chinese**
Fighting Style **Chinese Martial Arts**
Age **26**
Height & Weight **175 cm, 65 kg**
Blood Type **A**
Occupation **Police Detective**
Hobby **Watching Movies**
Favourite Things **Sony Products!**

Although Chinese, Lei operates as the number one police detective in Hong Kong. In the hands of an expert player, his techniques are incredible to behold, instantly making him one of our favourite characters.
Whilst investigating mysterious Hong Kong mafia transactions, Lei's partner was killed in an aircraft accident. The path leads Lei to Kazuya, which prompts his entrance into the second Iron Fist tournament.



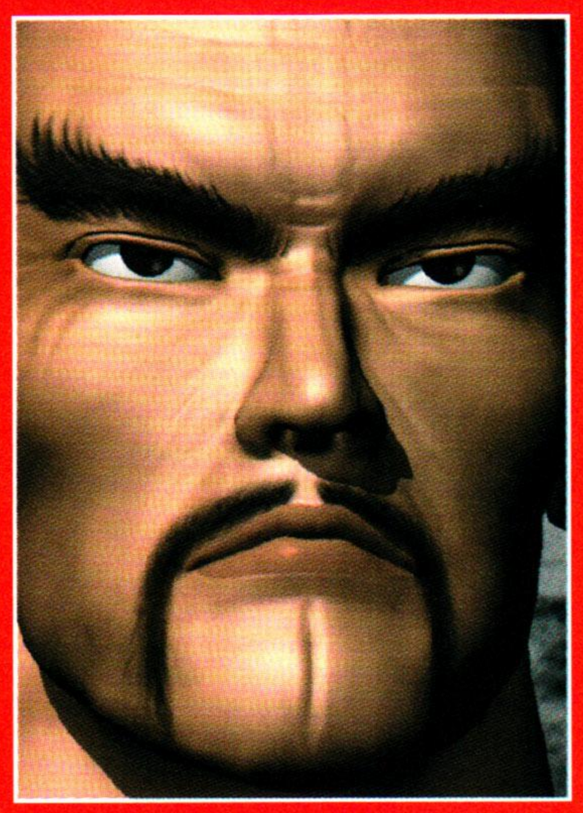
LEI HAS INCREDIBLE 'ROLLING' ATTACKS *that involve pressing all the buttons in a specific order. Try either F and RK, LP, RP, LK, RK or F then LP, RP, LP, RP, LK.*

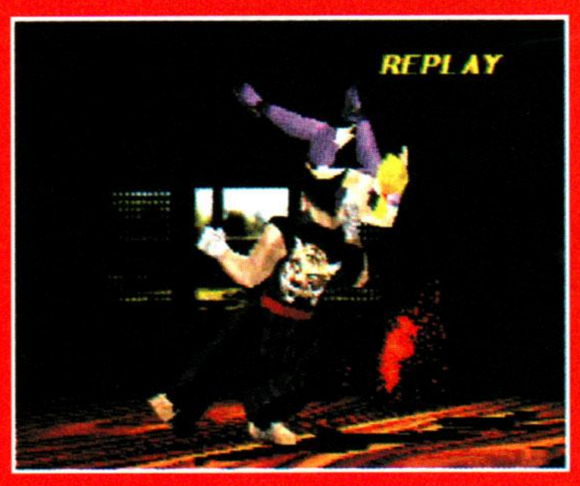
mettle

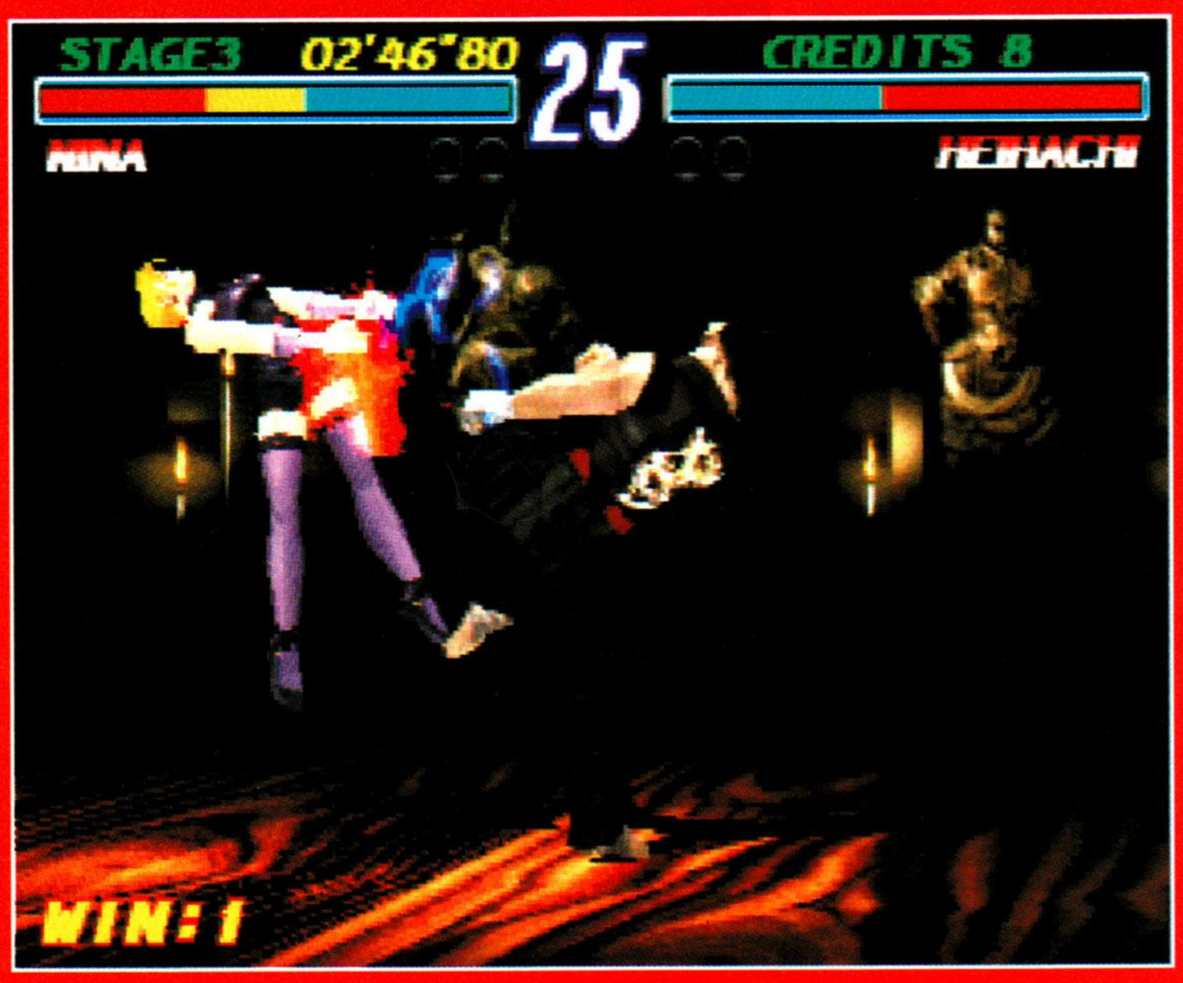
HEIHACHI - KING OF THE IRON FIST

Nationality ***Japanese?***
Fighting Style ***Karate***
Age ***54***
Height & Weight ***180 cm, 82 kg***
Blood Type ***B***
Occupation ***Training***
Hobby ***Geta (Japanese style wooden clog) collecting***
Favourite Things ***World Peace!***

Even though he sponsored the last tournament, Heihachi was defeated by Kazuya. The prompted him to forget about crime and to concentrate solely on improving his martial arts skills. He had been training at a mountain hide-away when he heard that Kazuya was holding a new tournament. He returns to the competition in order to recover his property, power and influence.







IF YOU'VE PLAYED HEIHACHI *on the PlayStation, you'll already know most of his fighting commands. For those who haven't, Heihachi is very similar to Kazuya and they share many techniques. Two cool moves unique to this character include a dashing uppercut (F,F - RP), and a double hit kick (UF - LK, RK). This kick can follow the uppercut like a routing attack for massive damage.*

PAUL PHOENIX - HOT-BLOODED DUDE

Nationality ***USA***
Fighting Style ***Judo and other martial arts***
Age ***27***
Height & Weight ***187 cm, 87 kg***
Blood Type ***O***
Occupation ***Part Time Bouncer or Street Fighter***
Hobby ***Motorcycles***
Favourite Things ***Pizza***

Paul considers his first attempt at winning the Iron Fist tournament as being only partly successful. Although he defeated the enormous bear boss Kuma, he did not have the energy to defeat Heihachi. The time he is after the championship!

PAUL IMPROVES HIS FIGHTING STYLE *with some thrilling new attacks that are similar in look to his Tile Splitting Destructive Fist and hurt just as bad! The excellent elbow into scooping punch (D,DF - RP,RP), and the elbow to straight (D,DF - RP,LP) should to the trick!*

TILE SPLITTING FIST CAN BE ADDED *to Paul's sweep/elbow combo. Push D and then press LP, RK, RP. All three hits take plenty of energy from your opponent.*

JACK-2 - SUPER GENOCIDE WEAPON

Nationality **Russia**
Fighting Style **Power Fighter**
Age **5**
Height & Weight **235 cm, 168 kg**
Blood Type **Plutonium**
Occupation **Junk factory Worker/Murder Robot**
Hobby **Overhauling himself**
Favourite Things **Parts centres in Akihabara**

Jack-2 is a production line version of the original Jack robot from the first Iron Fist tournament with extra intelligence and power. Whilst participating in a bacteriological war, Jack-2 met a girl who was infected with a deadly viral weapon, who caused him to question his destructive existence. Jack-2 enters the tournament to meet his creator (who has been kidnapped by Kazuya) and make him redesign him to be more human.

TRY OUT JACK-2'S NEW THROW *by pushing DF and RK + RP buttons.*

YOSHIMITSU - MECHANISED NINJA

Nationality **N/A**
Fighting Style **Ninja Arts**
Age **?**
Height & Weight **178 cm, 63 kg**
Blood Type **O**
Occupation **Leader of Burglar Team**
Hobby **Watching Sumo**
Favourite Things **TV Games**

The mysterious other-worldly entity infiltrated the laboratory of the scientist who created Jack in an attempt to steal his infinite energy engine. However, the lab's security system proved to be his superior and lasers cut off his left arm. The scientist replaced his arm with a cybernetic equivalent and even helped him to escape from his laboratory. When Yoshimitsu learns of the scientist's kidnap at the hands of Kazuya, he enters the tournament.

NEW SWORD ATTACKS *is what you can expect from Yoshimitsu in Tekken 2. Try this one out (B, B - LP + LP) for double slash action.*

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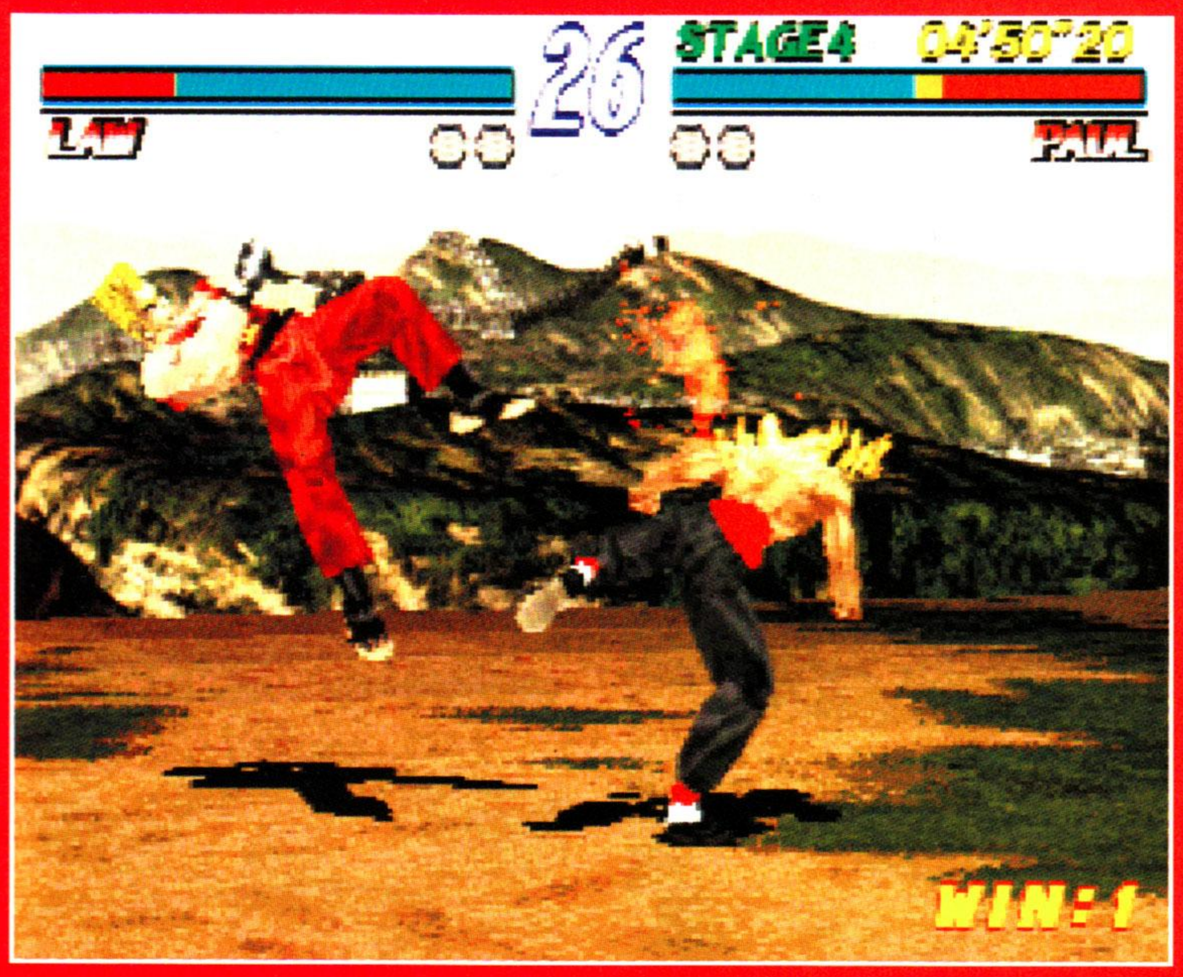
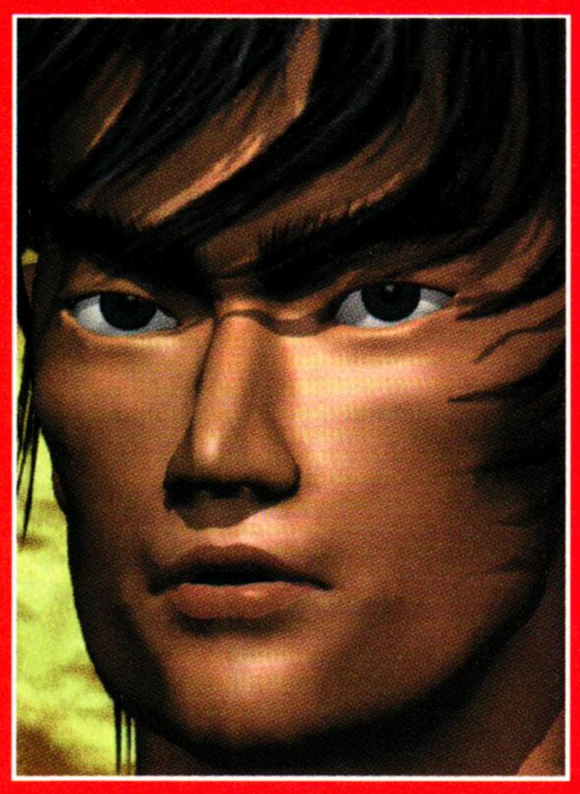


MARSHALL LAW - DRAGON LEGEND

Nationality ***USA***
Fighting Style ***Marshall Arts***
Age ***27***
Height & Weight ***179 cm, 69 kg***
Blood Type ***B***
Occupation ***Dojo/Teacher/Cook***
Hobby ***Fishing***
Favourite Things ***Money***

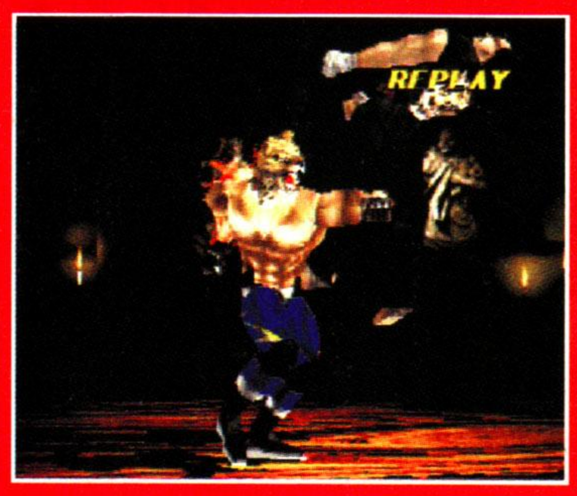
After finally getting the money to start his own dojo, Law was demoralised to return one day to find all of his classmates gravely beaten. Understandably, Law was humiliated by this incident and enters the tournament to fight for personal honour and the reputation of his dojo by defeating whoever was responsible for this terrible deed.

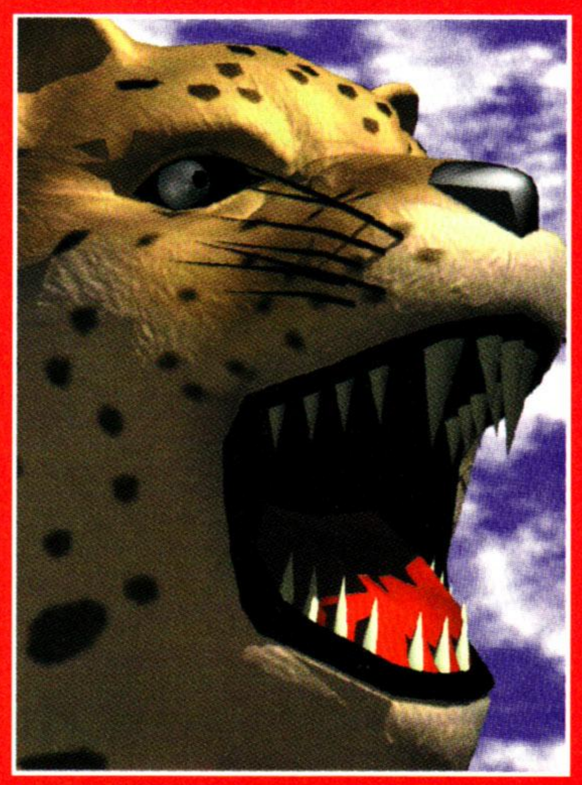


KING - BEAST PRIEST

Nationality ***Mexico***
Fighting Style ***Wrestling***
Age ***32***
Height & Weight ***190 cm, 85 kg***
Blood Type ***A***
Occupation ***Priest/Part-Time Wrestler***
Hobby ***Seeing childrens smiles***
Favourite Things ***Jaguars***

King suffered severe depression and resorted to alcohol when he learned that his wrestling monies were not enough to start an orphanage. One day, Armor King visited him and showed him details of the new Iron Fist tournament. Determined to redeem himself and get the funds for his orphanage together, King enters the competition.

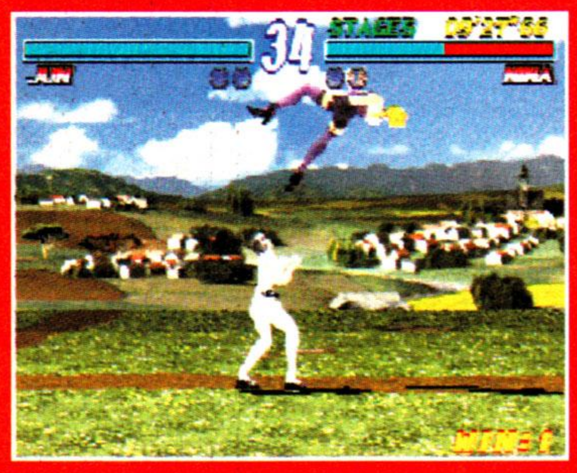




KING HAS NEW THROWS *and an excellent clothesline attack to take down his enemies in Tekken 2. Push both kicks together for a new slam!*

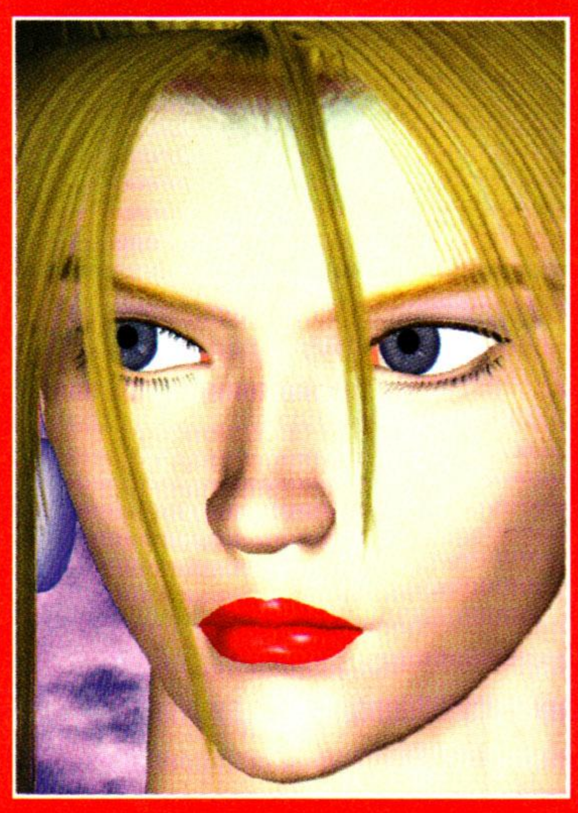
ters react FASTER, fight harder, throw
l they want to beat you up REAL bad!!

NOTHING NEW FOR MICHELLE *at this stage but some interesting improvements on her linked techniques. Follow her Double Fists (F,F - LP + RP) with this one (D - RK, LP).*



PUNISHMENT FOR NINA *in most of these pictures. In actual fact, Nina is kitted out with a whole new range of devastating new moves and combinations. More soon in a follow-up feature.*

POOR OLD NINA *getting thrown by Paul. Fight back hard with Nina's new grapples and punch/kick combos. Try LP, RP then follow with her Double Palm Crush (F - LP + RP).*



MICHELLE CHANG - WANDERER

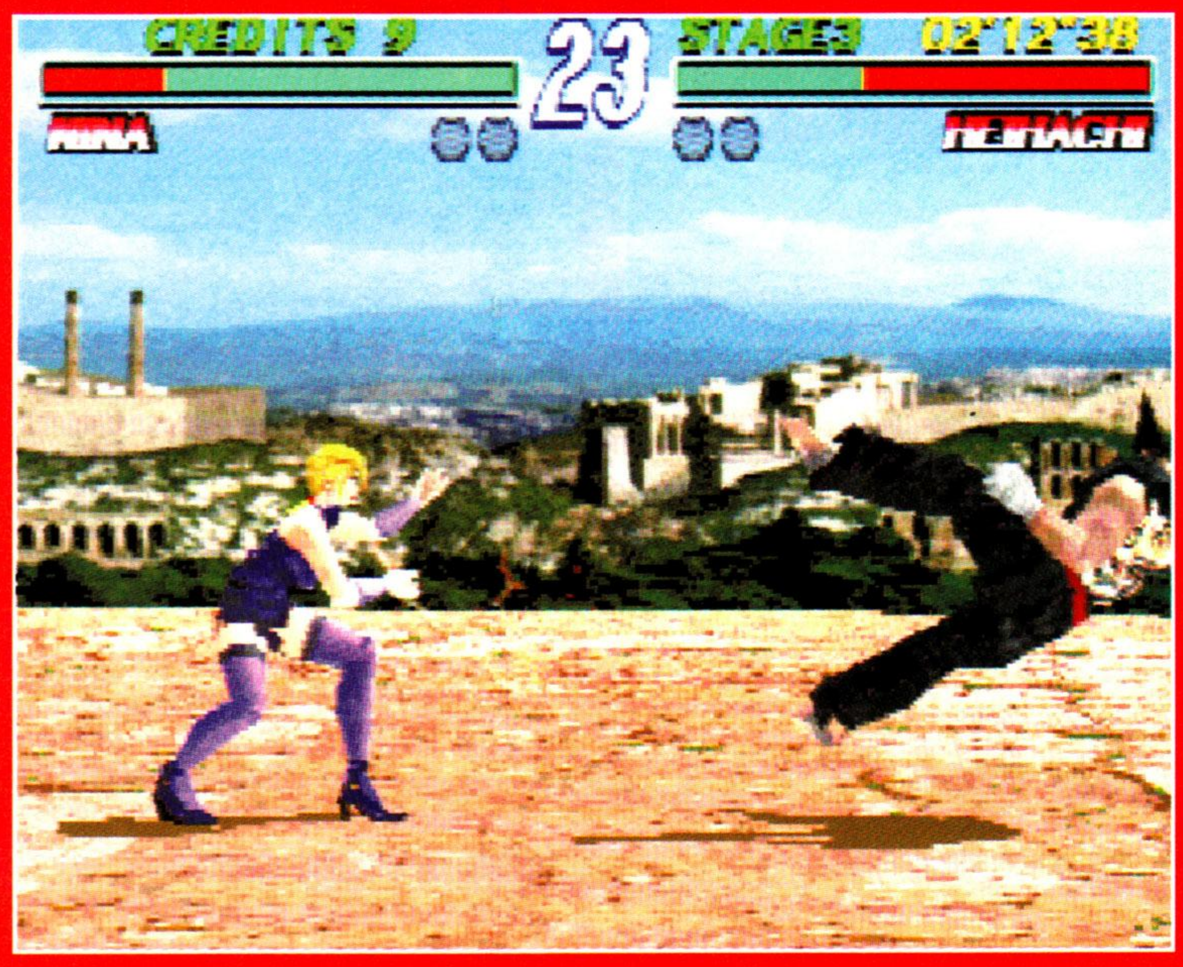
Nationality ***USA***
Fighting Style ***Various Chinese Martial Arts***
Age ***20***
Height & Weight ***163 cm, 53 kg***
Blood Type ***B***
Occupation ***Hunting***
Hobby ***Hunting***
Favourite Things ***Buffalo***

Before Michelle's father died, he gave her a pendant which held the key to the tribe's lost treasure. One of Kazuya's men discovered the secret and kidnapped Michelle's mother. Now she fights for her mother and the fortunes of her tribe.

NINA WILLIAMS - SILENT ASSASSIN!

Nationality ***Ireland***
Fighting Style ***Bone martial Arts/Akido***
Age ***22***
Height & Weight ***161 cm, 49 kg***
Blood Type ***A***
Occupation ***Assassination***
Hobby ***Travel***
Favourite Things ***Tom (from Tom & Jerry), Milk Tea, Scotch***

Nina and her sister Anna hate each other with a passion and both women wish to see the other dead. On his death bed, their father urged them to reconciliate before he passed away. However, Nina and Anna know that the only way to sort out their differences is in battle - at the second Iron Fist tournament. Let the carnage begin!



The boss characters are BIGGER and BADDER than ever before!!

NEW BACKDROPS AND NEW LOOKS FOR EVERY BOSS!

Everything in Tekken 2 has been completely redesigned - and that includes the first game's unprecedented boss system. Again, there is a different boss for every single selectable fighter in the game. However, they have all been totally redesigned and benefit from lashings of more detailed texture-maps. Also, each boss has been kitted out with a range of new techniques which make them even deadlier than before.

Also of note is the fact that unlike the first game, each boss has his own unique backdrop (all of them are stunning to behold). Real Namco fans may notice that Lee's background in the new game actually debuted in a pre-production version of the first Tekken, but was removed from the final PCB.

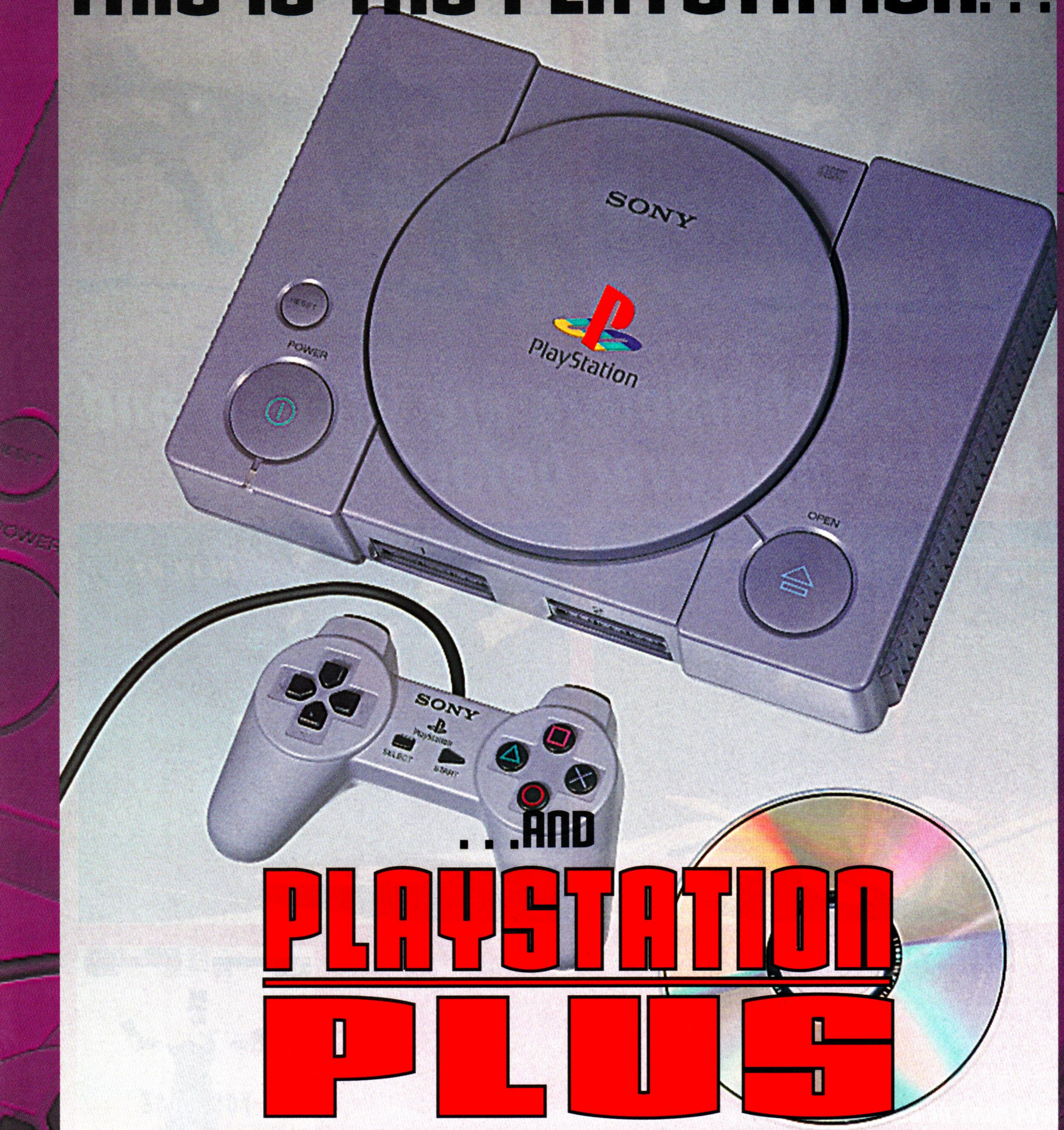
KAZUYA MUST BE DEFEATED!

Should you manage to defeat your fighter's arch-nemesis boss character, you face up to Kazuya in the final battle on stage nine (the stage screen features a close-up rendered image of the fighter's features). Decked out in a new purple costume, Kazuya is another character who has been totally redesigned graphically. As you might expect, along with his promotion to main boss fighter, he's also been decked out with a whole new range of deadly, unexpected techniques - one of which can drain over half of our energy with one hit!

Destroy Kazuya and you're treated to your character's final ending sequence. We managed to complete the game, but we were slightly disappointed to see that the Tekken 2 team hadn't coded up the final sequences yet. We expect great things from the final production version!

WHAT MORE COULD YOU POSSIBLY WANT TO KNOW ABOUT TEKKEN 2? HOW ABOUT EVERY NEW FIGHTER, ALL THE MOVES, ALL THE BOSSES AND A SECRET OR TWO...

THIS IS THE PLAYSTATION...



...AND

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cmap images

HUDSONSOFT'S FIRST ENTRY INTO THE BATTLE GAME ARENA!! SHOCK YOUR ENEMIES INTO SUBMISSION WITH SWORD SWIPES AND SECRET SPELLS COURTESY OF NEO GEO'S LATEST 202 MEG FIGHTING EXTRAVAGANZA!!

KABUKI KLASH

- ***POPULAR ANIME CHARACTERS FIGHT IT OUT WITH BARE FISTS AND SHARP WEAPONS!!***
- ***SAMURAI SHODOWN STYLE BATTLES THAT EXPLODE ONTO THE SCREEN!!***
- ***SUMMON SPIRITS AND DEMONS WITH EACH CHARACTER'S COLOURFUL MAGIC TECHNIQUES!!***

© 1995 HUDSON SOFT © 1989, 1995 RED

Colourful characters lock swords in H
first FIGHTING action game!!

KABUKI KLASH FOLLOWS SNK'S CLASSIC SAMURAI SHODOWN SERIES WITH EVEN MORE WEAPON-WIELDING CONFRONTATIONS!! PICK UP YOUR SWORD AND CHALLENGE THE EVIL DAIMON-KYO TO THE DEATH!!

Hudsonsoft are one of the most respected of software houses, with a rich history packed with some of the best games of all-time. Their latest epic, Kabuki Krash, is a complete departure from their previous titles, being (as it is), their very first combat game.

It may come as a surprise to learn that this is actually a licensed product - the characters are extremely well-known to Japanese gamers, having originated from the immensely popular Far East of Eden animated series. It's clear that this has had a fundamental effect on the game - most notably in its visuals. Kabuki Krash is definitely the most vibrant, colourful combat game available on the Neo Geo. The visual excellence is well-matched in the gameplay and considering that this is Hudsonsoft's first foray into the world of fighting games, they've done an excellent job in keeping up with the SNKs and Capcoms of the industry by producing a beat 'em up whose gameplay mechanics are almost as good as King of Fighters (well, KoF '94 any way) or Street Fighter Alpha. Hudsonsoft have also surprised us by including all-new gameplay features in the form of power-up bonuses that an affect the outcome of a battle as much as, say, a super combo in Super Street Fighter II Turbo. Other original factors include both weapons and hand-to-hand based combat, along with magic strikes that look and sound excellent.

With its superlative graphics and accomplished gameplay, Hudsonsoft are to be congratulated on their initial foray into the intensely competitive battle action game arena. Kabuki Klash bodes well for future action titles from the Japanese company.

KLASH OVER THE FACTS

In terms of overall features, Kabuki Klash more than makes the grade, with a range of exciting new additions to the basic "vanilla" beat 'em up. Hudsonsoft have successfully fused acknowledged beat 'em up ingredients (combos, special moves, super attacks and the like) and have added some excellent ideas, which you'll find heavily featured on these very pages.

MAGIC SCROLLS POWER THE SECRET ARTS!!

Taking the place of super-moves, Kabuki Klash features magical scroll strikes. Like super energy in Street Fighter Alpha, your magical powers rise during a bout (or it can be restored with a power-up). Once the bar is at maximum energy, you're free to execute any one of three magical attacks. Simply press down twice followed by either A (weak attack), B or C (for the strongest). It comes as no surprise to learn that your magical levels recover quickly after a weak attack and take a fair old while to recover from the full monty level three onslaught. Regardless of the attack chosen, you need to be in possession of your weapon. Put simply, no weapon means no magic.

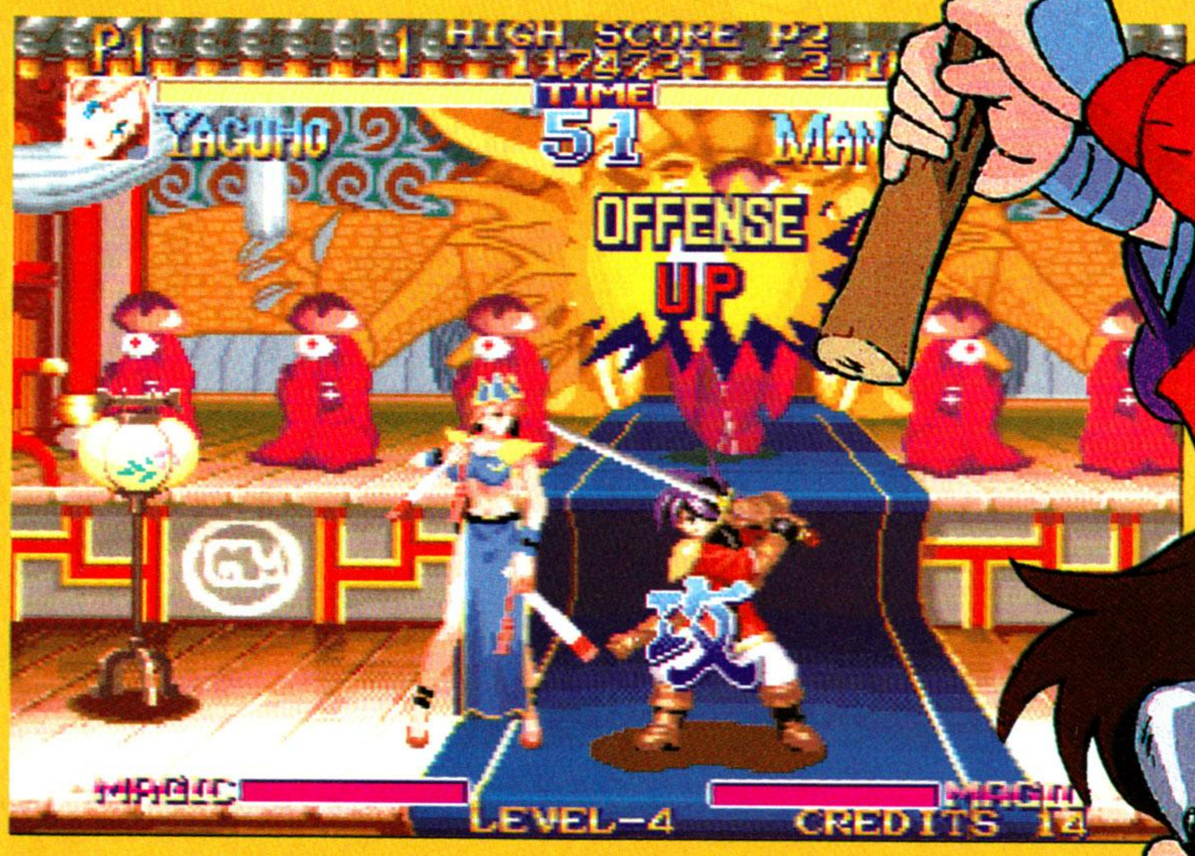
The effects of your magical activities vary from character to character. Some

DISCOVER THE POWERFUL SLASH TECHNIQUE!!

A new gameplay aspect added by Hudsonsoft is the inclusion of powerful slashes. Press down two buttons and after a short pause, your on-screen fighter will execute a powerful slashing move that has serious energy bar draining implications. Similar moves can be executed by pressing down three buttons simultaneously. This takes slightly longer to pull off, but has a

DSONSOFT'S

fighters perform combo-friendly Super Street Fighter II Turbo style attacks whilst others are able to gain the effects of specific power-ups at their leisure. Other non-offensive effects also crop up with some fighters...



COLLECT COLLECTIBLES FROM THE CROW!!

The inclusion of power-up bonuses is an idea that hasn't appeared in too many one-on-one beat 'em ups and actually has a fundamental effect on the gameplay. The icons in question tend to appear on-screen randomly, springing out of the scenery. Alternatively, they're delivered on the wing by the Karasu-Tengu (quite literally, the Crow Goblin).

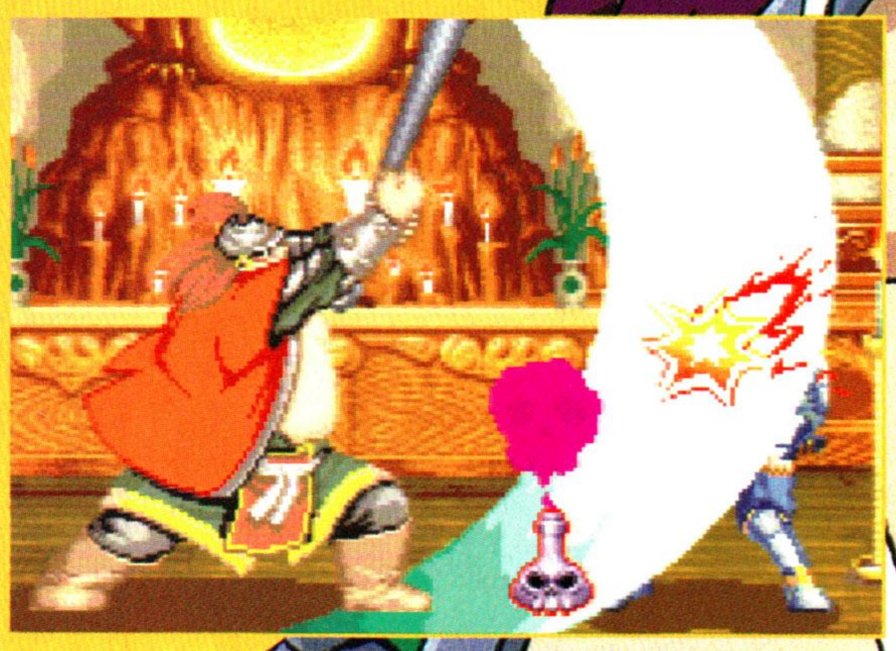
LOST YOUR WEAPON? FIGHT WITH FISTS!!

Kabuki Krash is somewhat reminiscent of Samurai Shodown in that the fighters all own weapons which form the basis of the majority of primary attacks (such as special moves and magical scroll attacks). However, during the course of the battle, it's inevitable that you're going to lose your weapon and when that happens, you need to make full usage of your fighter's hand-to-hand techniques.

TARO GOKURAKU

This gigantic fighter is armed with an enormous baseball bat style weapon, which is capable of inflicting damage on a huge, devastating scale. As is the tradition in one-on-one combat games, this guy may be absurdly powerful, but the trade-off is in his speed and dexterity (or rather, the lack of). Gokuraku is unable to use magic scrolls, but is capable of breathing fire at three different heights.

THE FLAMES OF TARO *can scorch enemies from every angle depending on which button you press.*



Discover eac
secret arts!!

WARRIOR'S powerful techniques and Who will SURVIVE this confrontation?!

EIGHT UNIQUE INDIVIDUALS AWAIT YOUR COMMANDS!! LEARN NEW FIGHTING STYLES THEN LAUNCH AWESOME COMBINATION ATTACKS AGAINST YOUR ENEMIES!!

KABUKI DANJUROU

The eponymous Kabuki has his fighting arts based around the well-known Japanese theatrical arts. As you might imagine from that description, Kabuki's attacks are wildly comical and over the top - his tokkomi charge attack involves him running wildly at his opponent waving his arms about in a deadly manner. Kabuki's magic scroll attacks are equally exaggerated - his kazehana art creates a dangerous snowstorm of flowers!

KABUKI'S SECRET ARTS *includes the comical Tokkumi charge. Watch as Kabuki flies through the air surrounded by a ball of energy. Use the Rising Dragon Fist to take down jumping opponents!*

TOSHIRO KINU

This apparently innocent young girl has a very special relationship with the animal kingdom, represented by the appearance on-screen of her faithful dog Shiro. The canine himself is capable of some devastating mauling manoeuvres, whilst she's also capable of getting the surrounding birds to attack her opponent. Her magic is best described as mischievous - she's able to drain the attacking, defending and speed related powers of her foes and render their magic scrolls ineffective. She can also summon her ceremonial god via a talisman - and then the carnage truly begins.

SENGOKU MANJIMARU

Manjimaru is one of the most adept fighters in the game, armed with a vast range of fast, spectacular-looking moves. He is noted as being one of the most powerful swordslingers in the world, whose magical scroll attacks have incredible combination potential. Manjimaru can power his sword with lightning and launch swirling attacks that cut a swathe through the air and his opponents! The impressive Tenrai (Sky Lightning) scroll powers the Manji sword and sends it whirling through the air for multiple hits. Use this attack in a combination and it's possible to take over 50% of his enemy's energy!

Summon the GODS to crush your ener
SUPERNATURAL forces are at your co

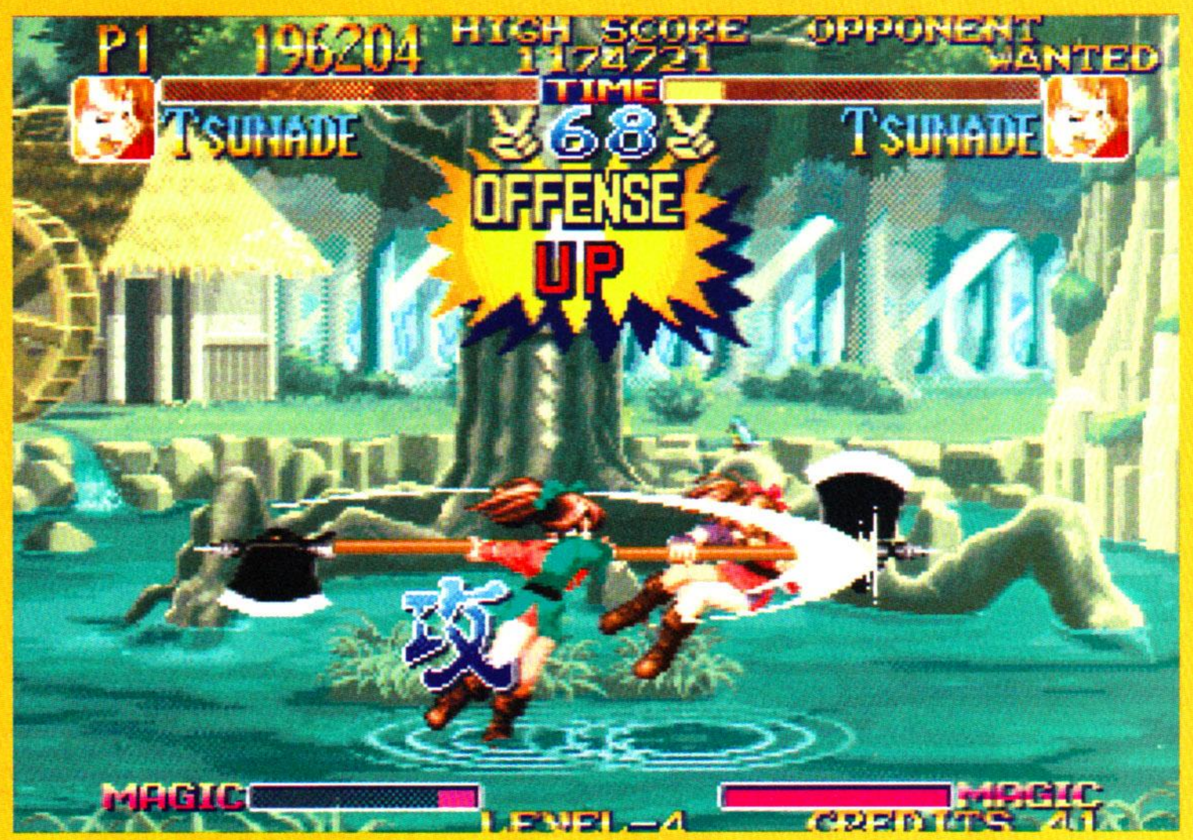
OROCHIMARU

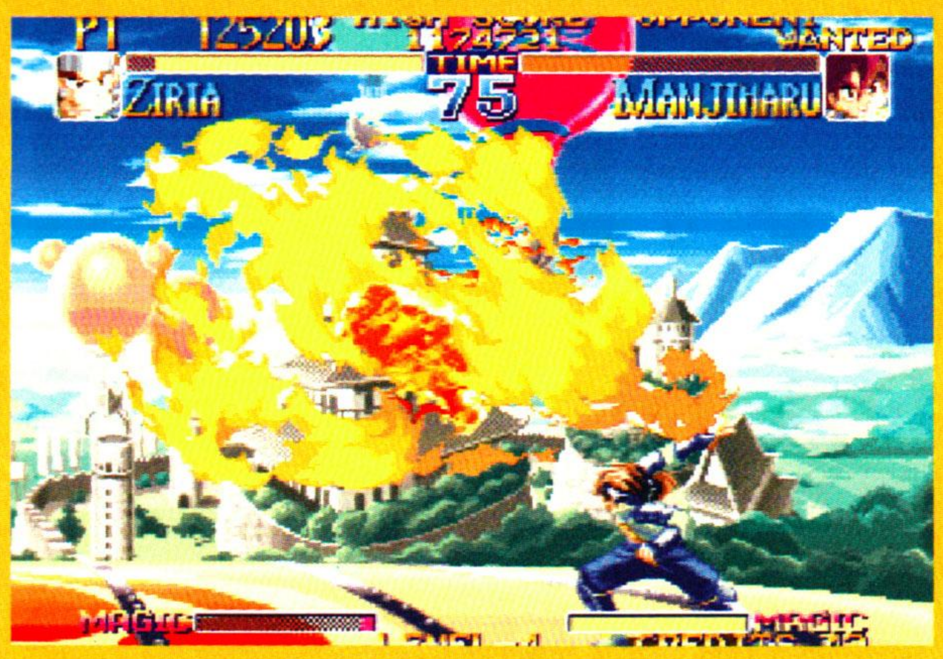
This quiet, sinister character is a professional killer who strikes pure, distilled fear into the hearts of his (short-lived) opponents. Although he looks unassuming and hardly dangerous, Orochimaru can move at lightning speeds, attacking and defending with seemingly staggering ease. Sword-slinging and hairpin tossing encompasses some of his arts, with his magical abilities revolving around liberal usage of horrific dragons.

es!! Terrifying
mand!!

TSUNADE

Tsunade is one of the most fascinating characters in the game. Although she is very small in stature compared to the other fighters, she is possessed of extreme strength. Tsunade's rapid movements make her a most versatile fighter, whilst her giant hatchet is the basis for her spectacular secret arts. Her screw attack (stab the hatchet into the ground and spin around on it) and spinning top kaitengoma strike (where she spins the hatchet over her head) are deadly. Her range of magical scroll techniques is mostly limited to increasing either her defensive or attacking capabilities.





ZIRIA

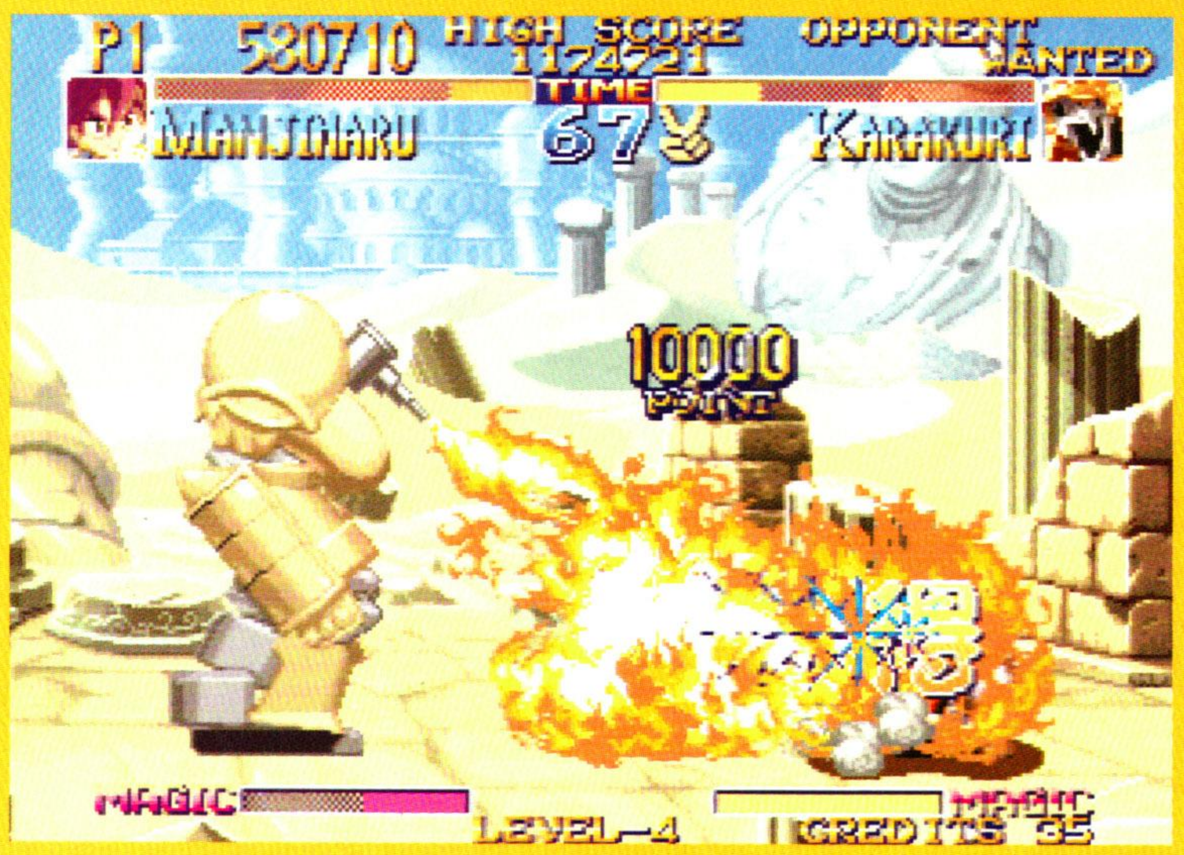
This fighter is one of the most impressive combatants in the entire game. Ziria trained as a ninja, which explains the wealth of cunning techniques and awesome magic at his command. Included in his repertoire of special arts is the ability to change himself into a different person at a different part of the screen (in English, that's a teleport). He's also capable of throwing exploding shells and can even steal his opponent's weaponry. Amongst his Arts of Fire include summoning Gama, the fire-breathing Toad God!

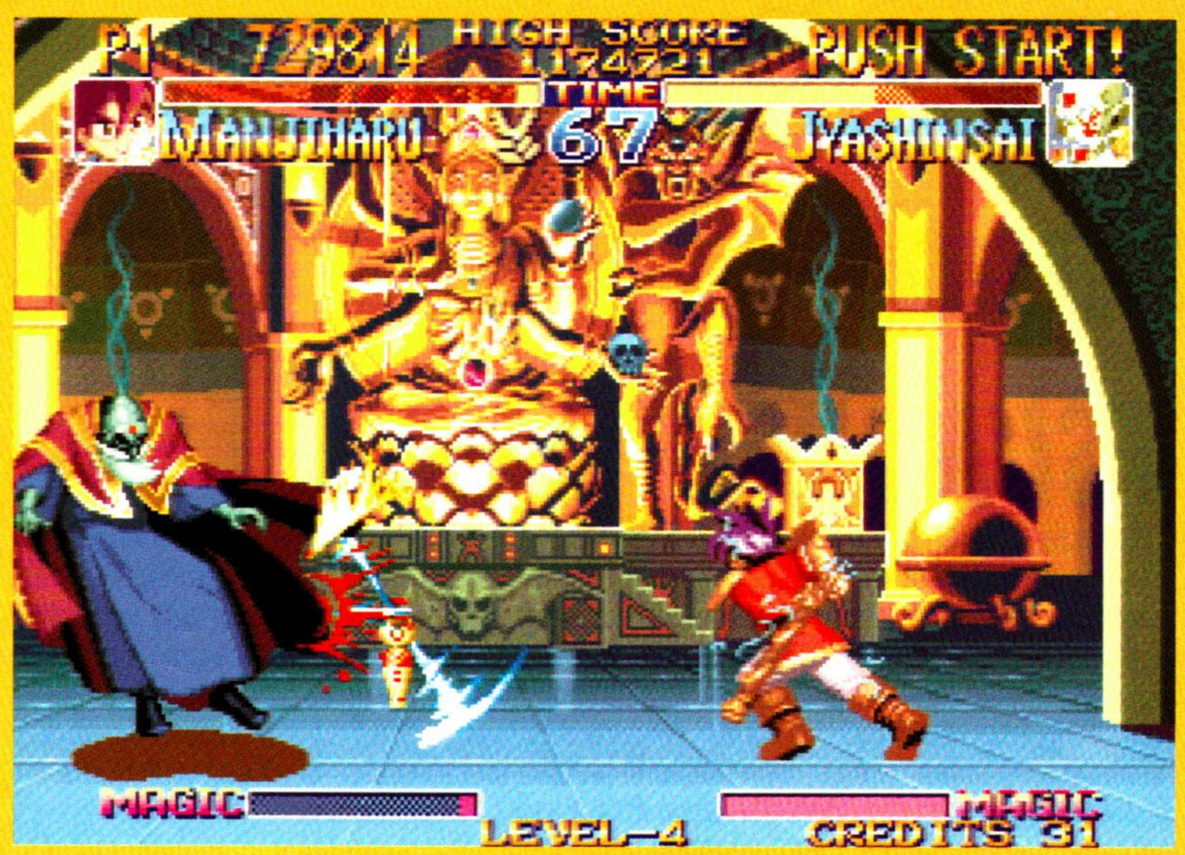
ZIRIA'S ACROBATIC SKILLS *enable him to use his entire body as a weapon and can easily throw his opponents around with powerful rapid movements. So don't lower your guard just because this agile ninja loses his sword or else!*

ACALA, THE GOD OF FIRE *crushes all enemies who stand against the fair Yagumo! This sorceress specialises in magical invocations and is a dab hand with her iron fans too. You've be warned!*

YAGUMO

This graceful, athletic character uses two iron fans for her basic techniques but she is also armed with a range of secret arts. Her scarlet arrow reverse turn flying kick manages to impress, along with the fan-based activities of the spinning side flash and the intriguingly monikered moon stream circus attack. Her magical arts see her invoking various gods, such as the god of fire, the white tiger deity and most disturbingly of all, the singing god!





Evil powers that will not STOP until EVERYTHING has been destroyed!!

FOUR DEVIOUS DAIMON FANATICS STAND BETWEEN YOU AND KABUKI KLASH GLORY!! DEFEND AGAINST THEIR STRANGE ATTACKS AND BEWILDERING MAGICAL ARTS THAT TEAR YOU APART!!

MANTO ACE

The first boss you encounter is this extremely fierce monkey character. He possesses a comic, knockabout attitude which makes its way into his fighting style. His magic enables him to summon a huge onslaught of animals with which he intends to crush you (he often brings them on at the very beginning of the bout). However, his magic energy recharges so slowly, it's unlikely that he'll be able to use 'The Art of Fool' magic again in the same round. Manto has few weaknesses but a well timed Tenrai scroll sorts out this simian for sure!

KARAKURI-HEI

If Manto appeared to be a comical, almost absurd character, Karakuri-Hei will more than make up for it. This bodyguard robot is absolutely huge and armed with a variety of built-in devices to take the sting out of your attacks. He is not undefeatable though and once you have discovered his weakness, the boss soon adopts a more defensive style of play. Defend against its energy draining machine gun and flame thrower attacks then launch a counterattack of your own. Exploit this and destroy him!

JYASHINSAI

This powerful wizard is the founder of the dreaded Daimon religion and specialises in a variety of wicked magical practices. Jyashinsai draws on the power of ice and lightning to stun his opponents but needs to sustain his attacks for him to cause any considerable damage. Defeat Jyashinsai and he will mutate into his true self! No-one has seen this form and has remained alive! We'd like to reveal more but we'll keep this one a secret for now...

COMING SOON... SECRETS ON TACTICS, COMBOS, HIDDEN KLASH ATTACKS AND THE BOSSES WILL ALL BE REVEALED IN A FUTURE EXTENDED PLAY ON THE SWORD-SWINGING SAGA KNOWN AS KABUKI KLASH!!

P1 551310
HIGH SCORE 1174721
OPPONENT WANTED
TIME
MANJIHARU
67
MANTO
MAGIC
MAGIC
LEVEL-4
CREDITS 35

P1 580710
HIGH SCORE 1174721
TIME
MANJIHARU
61
KARAKURI
MAGIC
MAGIC
LEVEL-4
CREDITS 35

P1 765315
HIGH SCORE 1174721
PUSH START!
TIME
MANJIHARU
98
JYASHINSAI
MAGIC
MAGIC
LEVEL-4
CREDITS 30

Namco invite you into the SKIES with SIMULATION 3D shooting game!!

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AIR COMBAT

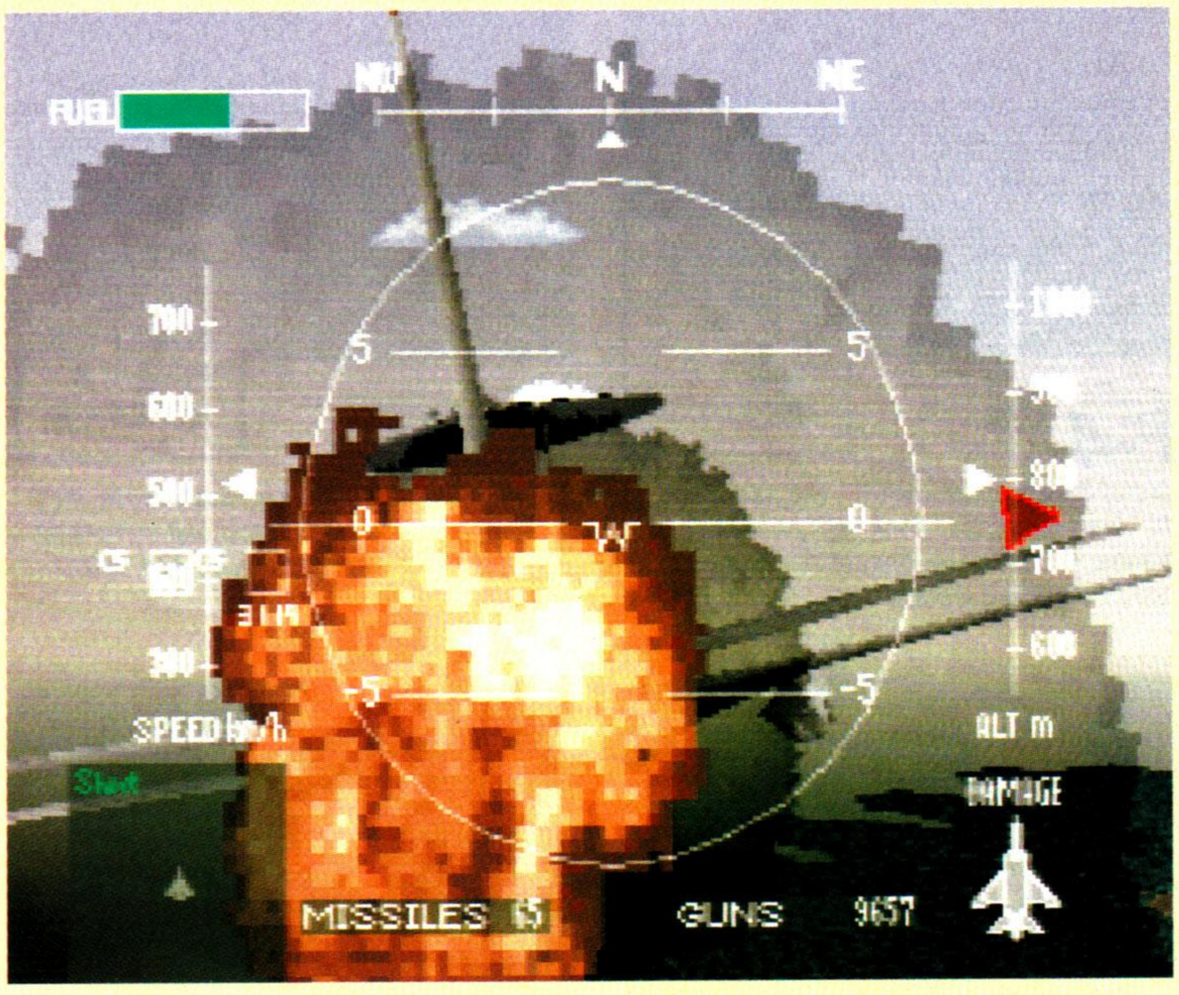
...is thrilling flight

A grave emergency is now in progress on a small south Pacific island. Terrorists, backed by the country's military, have staged a coup d'etat, seizing control of the island's capital, Donet City and ousting the country's legitimate leaders. The politicians in question have attempted to reclaim sections of territory, only to find that their forces are far too small, and that the enemy are far more resourceful and established than any one had predicted. The situation looks grim.

With the majority of their own military having sided with the terrorists, the country's ex-leaders decide to call in the most talented bunch of "top gun" mercenaries that they can find. Military intelligence has suggested that a small number of devastating air surgical strikes can effectively break the back of the enemy campaign.

The premise is simple - the mercenaries in question will strike from the west coast of the country, isolating and neutralising key enemy strongholds, regaining territory and eliminating counter-strike forces before they even leave their staging areas.

Such is the scenario behind Namco's Air Combat (known in Japan as Ace Combat). You take the job as leader of the mercenary group, undertaking 17 different missions which tax all aspects of your airborne skills. For each mission completed, you receive vast amounts of money with which you supply your outfit with the very latest in military technology. From F-4 Phantom jets, through F-15s and A-10s right through to stealth fighters such as the powerful EF-2000, Air Combat features the very greatest 'planes in existence today. And you're going to need every one of them in the diverse range of airborne challenges contained within this game...



TAKE CONTROL OF 16 OF THE DEADLIEST FIGHTER PLANES IN THE WORLD!!
EXPLOIT THE LATEST ADVANCES IN STEALTH TECHNOLOGY TO DESTROY THE ENEMY!!

ARE YOU READY?

PlayStation

Assemble the world's GREATEST fight
Blast enemy FIGHTERS out of the skie

CAREFULLY SELECT YOUR AIRCRAFT BEFORE YOU EMBARK ON YOUR NEXT MISSION!!

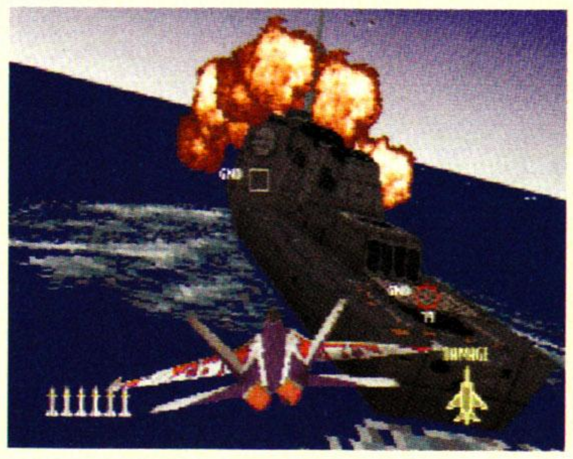
Air Combat features a range of 16 different aircraft, each with own strengths and weaknesses. It's best to listen closely to the mission briefing in order to anticipate the needs of a mission - and then meet them with the appropriate aircraft. Completing missions gives you money which you can then spend on new 'planes - or by employing the services of wingmen which help take the heat away from you.

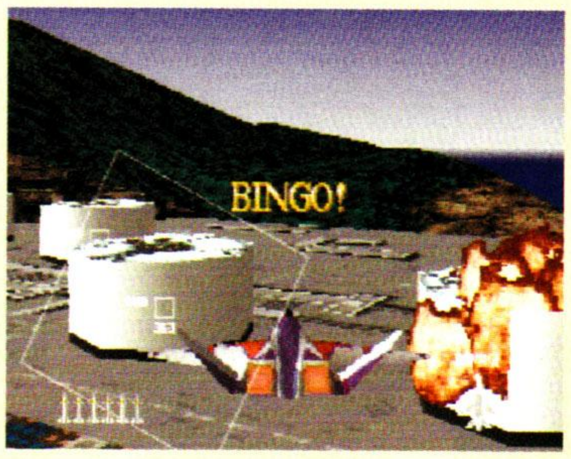
When purchasing new aeroplanes, it's essential that you fully understand each category. The difference in the ratings doesn't affect your chances too much in easy mode, but in normal and especially in hard games, it could mean the difference between life and death.

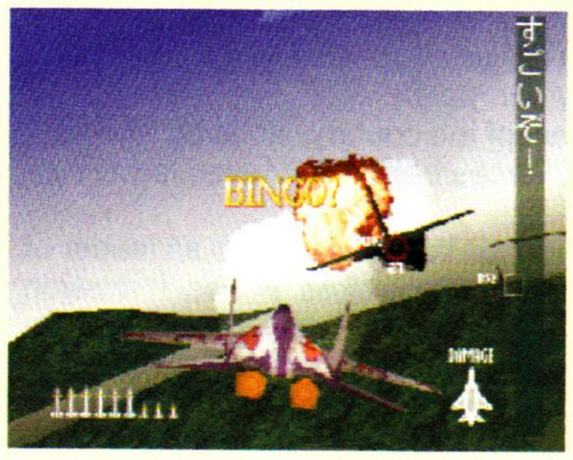
The offense and defense ratings pretty much speak for themselves. Missiles are pretty much standard on all craft - the offense rating applies more to the cannon your ship is outfitted with. For example, the A-10 has A-rated offense - it's not called the TankBuster for nothing! Defense relates to the amount of armour your ship is given, and thus how much punishment it can take from the enemy. The other categories aren't so clear. The stability of the craft relates to how well it can manoeuvre in the air.

The power of the aircraft is especially important in terms of speed, although it can also be used to judge how well it copes with engine stalling. The A-10 (again) may be great at everything else, but it's notoriously poor at pulling out of power-dives. That's due to lack of power. The final category is mobility. This is pretty straightforward, basically rating how swiftly the craft can turn in the air.

No craft is perfect in every department (although the SU-27 comes close), so choose carefully!







OFFENSE: **D**
DEFENSE: **D**
STABILITY: **C**
POWER: **C**
MOBILITY: **D**

F-4

One of the cheapest 'planes - and hence one of the least powerful. Designed primarily as a bomber, it's too slow, too ponderous and lacks real power where it matters.

OFFENSE: **B**
DEFENSE: **C**
STABILITY: **B**
POWER: **B**
MOBILITY: **D**

F-14

One of the earliest 'planes available to use, the F-14 Tomcat is a powerful fighter that compromises mobility for strong offensive and defensive capabilities.

OFFENSE: **A**
DEFENSE: **B**
STABILITY: **D**
POWER: **B**
MOBILITY: **C**

F-15

Just like the F-14, this craft is very strong in a combat situation. It's more manoeuvrable than the Tomcat, but just as powerful in the air. A slightly better choice.

OFFENSE: **C**
DEFENSE: **E**
STABILITY: **E**
POWER: **A**
MOBILITY: **B**

F-16

A swift and powerful fighter, excellent at performing surgical strikes on enemy installations. Its defensive capabilities are abysmal; don't stay too long in a fire-fight.

OFFENSE: **B**
DEFENSE: **D**
STABILITY: **C**
POWER: **B**
MOBILITY: **C**

F/A-18

This interceptor craft shares a lot in common with the F-16 - it's a very fast, powerful fighter specialising in offense, but with more armour than the F-16.

OFFENSE: **E**
DEFENSE: **E**
STABILITY: **E**
POWER: **D**
MOBILITY: **E**

F-117

The original stealth fighter, the F-117's radar-dodging capabilities are just about the only thing going for this under-powered, under-armoured, under-armed bomber. Avoid.

OFFENSE: **D**
DEFENSE: **B**
STABILITY: **C**
POWER: **A**
MOBILITY: **A**

F-22

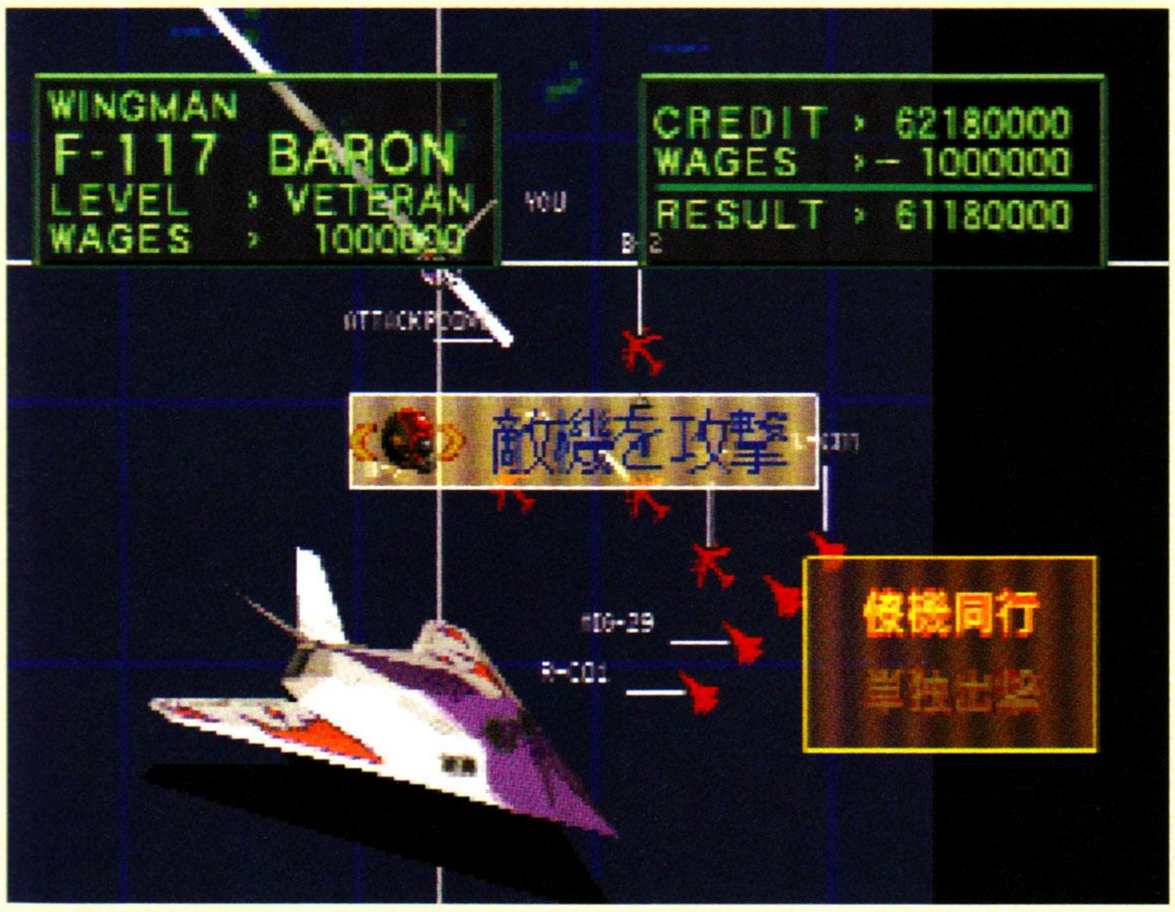
This stealth fighter is far superior to the ageing F-117, being far swifter and more powerful with decent levels of armour. Only its firepower tends to disappoint.

OFFENSE: **E**
DEFENSE: **B**
STABILITY: **E**
POWER: **A**
MOBILITY: **C**

YF-23

Another stealth fighter, designed more with reconnaissance in mind. Although relatively mobile and powerful in the engine area, its firepower is worse than the F-22's.

g airborne force!!
!!



AIR COMBAT

WHO'LL BE YOUR WINGMAN?

Although the first few missions are completed with no help whatsoever, it's best to hire a wingman as soon as you can - particularly if you're going to be playing the game on the hard setting (which definitely gives you the best value for money).

In the early stages of the game, you'll be forced to hire rookie wingmen who fly in rubbish aircraft like F-4s and F-117s. It might sound like a bad idea to employ these people, but in actual fact, their lack of skill works in your favour - basically, it keeps the enemy occupied shooting at something while you get on with the mission in hand.

At the mid-point of the game, the wingmen enter the veteran and ace categories of competence, which means you can assign them different tasks such as working on their own to blast down fighters or to shadow you, taking on more difficult enemy interceptors (basically an escort role).

The wages these top guns expect might seem like extortion, but on later levels you're going to need to call upon their skills as the enemy totally outnumber you - and there's a huge task ahead of you!

PICK A WINGMAN FROM THE GREATEST ACE PILOTS THE WORLD HAS TO OFFER!!
AN IMPRESSIVE LINE-UP OF VETERAN TOP GUNS AWAIT YOUR CALL!!

LET THEM TAKE THE HEAT!!

OFFENSE: **B**
DEFENSE: **C**
STABILITY: **C**
POWER: **B**
MOBILITY: **B**

SU-27

Although boasting no stealth properties whatsoever, this is perhaps the best fighter money can buy. Fast, mobile, powerful and well-armoured - it's a superlative craft.

OFFENSE: **C**
DEFENSE: **D**
STABILITY: **D**
POWER: **B**
MOBILITY: **B**

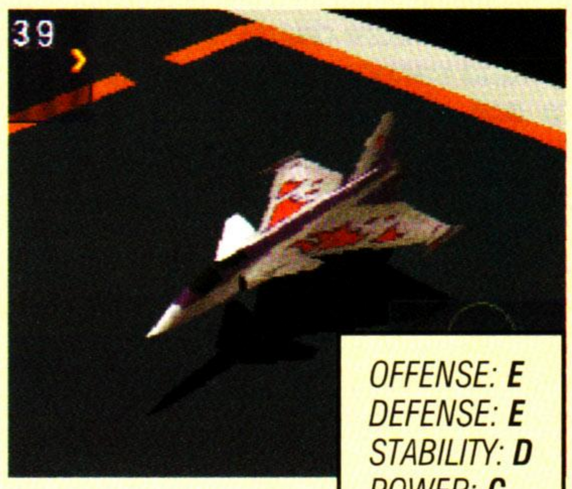
MIG-29

The Russian equivalent to the US F-16. Although it packs a fair amount of engine power and has quite manoeuvrable, the MiG-29 is easily shot down due to lack of armour.

OFFENSE: **A**
DEFENSE: **A**
STABILITY: **D**
POWER: **C**
MOBILITY: **E**

MIG-31

A veritable airborne fortress, specialising only in offensive and defensive capabilities. This might sound great, but the lack of mobility makes it an easy target.



OFFENSE: **E**
DEFENSE: **E**
STABILITY: **D**
POWER: **C**
MOBILITY: **A**

SF-39

One of the fastest craft that money can buy, the SF-39 is very difficult to shoot down owing to its incredible dexterity in the air - the only aspect that is in its favour.

OFFENSE: **E**
DEFENSE: **D**
STABILITY: **B**
POWER: **C**
MOBILITY: **B**

R-C01

The RC-01 has much in common with the SF-39. It's a very small craft that's difficult to hit. A bit more armour and weaponry makes its slower than the SF-39.

OFFENSE: **C**
DEFENSE: **D**
STABILITY: **A**
POWER: **B**
MOBILITY: **A**

EF-2000

The European-built stealth fighter is one of the most powerful, dexterous stealth fighters available. A good choice, although its lack of armour is a problem.

OFFENSE: **A**
DEFENSE: **B**
STABILITY: **B**
POWER: **E**
MOBILITY: **E**

TNDF-2

A more conventional warplane, smaller but similar in concept to the fortress MiG-31. It's a bit more manoeuvrable than the MiG, but suffers from the same problems.

OFFENSE: **B**
DEFENSE: **A**
STABILITY: **A**
POWER: **E**
MOBILITY: **B**

A-10

This bomber has some of the most powerful weaponry money can buy, combined with awesome defensive capabilities and mobility. The lack of engine power is its only shortcoming.

Regain DONET CITY and force back the marauding enemy MENACE!!

Over the last few pages of this document is an in-depth appraisal of the task at hand in Air Combat. In the first few missions, it's your job to take out the enemy's marauding forces, recapturing territory and taking on recon missions. The terrorists are more concerned with consolidating the land they've already taken, so don't expect to see the best enemy pilots or hardware early on in the campaign.

Up to the fifth mission, you should expect no significant problems whatsoever. After that, the enemy declare open season on mercenary pilots!

Our mission briefings are based on the game as it is played in hard mode. This might sound a little strange, but here at MAXIMUM we feel that you should be taxed by a videogame and whilst Air Combat offers some challenge in normal mode, you get true value for money in the harder game variation.

In fact, we defy any one who has completed the game on normal mode to try to stomp over the more difficult setting. You'll find that the game offers far more enemy ground targets and interceptors, all of them armed with a far higher level of intelligence.

For example, even in the early missions (when you're equipped with rubbish craft), the enemy throw ace-level pilots at you. The SAM sites are also a lot more deadly. Although the ground cannons remain pretty easy to ace, the missiles home in your fighter with deadly accuracy.

A complete change of tactics is also required. You'll find yourself entering areas and deliberately baiting the interceptors into non-SAM infested territory and then returning to take out the missile silos. Believe us, the most fun is in hard mode!

MISSION 1: OPERATION EVALUATION!

MISSION REWARD: $5,000,000 BEST SELECTION: F-14

TARGETS
C-5: **4**
E-767: **2**

OTHER ENEMIES
F-4: **2 - ROOKIE**
MIG-31: **2 - ACE**

An enemy airborne resupplying convey has been sited on the coast. Destroy the C5 support craft and take out any enemy fighters acting as escorts. This mission is the means by which your employers will test your combat abilities so don't fail.

Successfully completing this mission shouldn't really pose too many problems, even on the more difficult game setting.

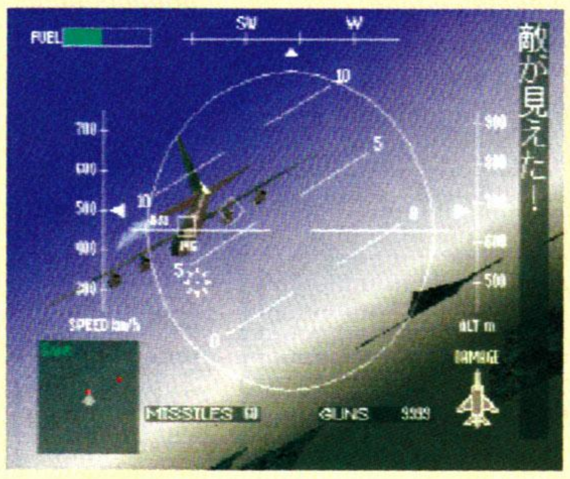
MISSION 2: BLAST THE BOMBERS!

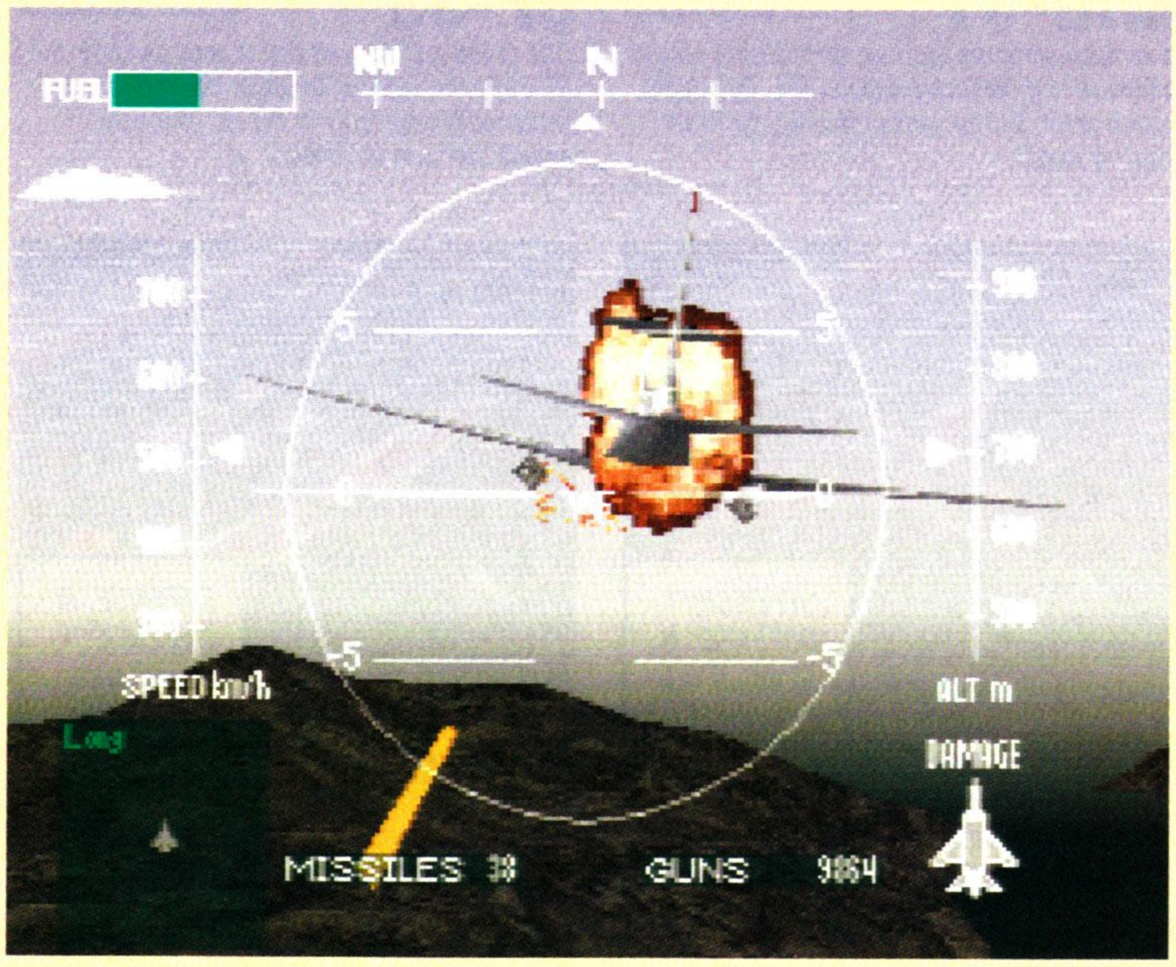
MISSION REWARD: $1,000,000 BEST SELECTION: MIG-31

TARGETS
B-52: **4**
C-5: **0**

OTHER ENEMIES
TNDF-2: **4 - ACE**
AV-8: **2 - ACE**

Bombers have been unleashed on the western base operation. Ace those B-52s and any support craft escorting them to the area.





MISSION 3: DOGFIGHT OR DIE!

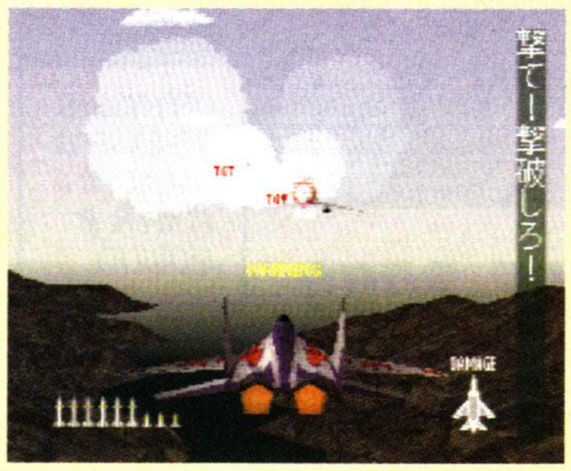
MISSION REWARD: $2,000,000 BEST SELECTION: F/A-18 OR MIG-29

TARGETS
TNDF-2: **2 - ACE**
F/A-18: **4 - ACE**
AV-8: **2 - ACE**
E-767: **0**

OTHER ENEMIES
NONE

AWACS reports an enemy incursion into our territory. Formation patterns and numbers are unknown - expect a tough dogfight with numerous bogies.

On the hard setting, this is where the going really gets tough as Air Combat throws ace-level enemy pilots at you! Those four F/A-18s are going to take some beating...



AIR COMBAT

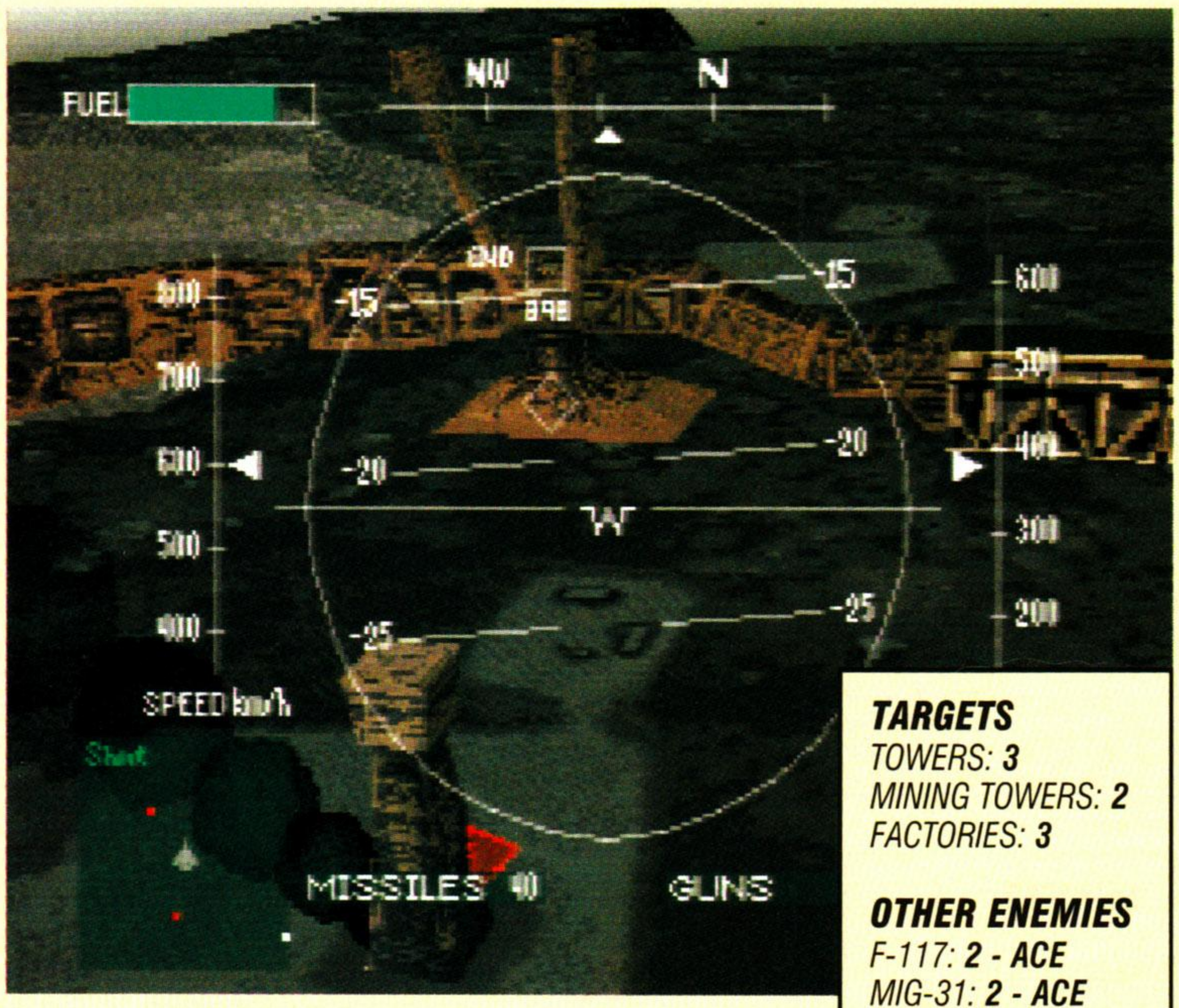
MISSION 4: INTO THE CITY!

MISSION REWARD: $7,000,000 BEST SELECTION: TDNF-2 OR F-117

An enemy headquarters site and computer communications buildings need to be destroyed in Donet City in this night-time strike.
This mission also features the first appearance of the enemy's sizeable ground forces.

TARGETS
HEADQUARTERS: ***2***
COMMUNICATION: ***2***

OTHER ENEMIES
TNDF-2: ***2 - ACE***
F-4: ***2 - ACE***
MIG-31: ***2 - ACE***
F-15: ***2 - ACE***
RHA-66: ***4***
CANNONS: ***8***
SAM SITES: ***1***



TARGETS
TOWERS: ***3***
MINING TOWERS: ***2***
FACTORIES: ***3***

OTHER ENEMIES
F-117: ***2 - ACE***
MIG-31: ***2 - ACE***
F-16: ***2 - ACE***
SU-27: ***2 - ACE***
CANNONS: ***4***
SAM SITES: ***8***

MISSION 5: RAID THE REFINERIES!

MISSION REWARD: $10,000,000 BEST SELECTION: F-15 OR F/A-18

TARGETS
OIL TANKS: ***6***
OIL RIG: ***3***
BUILDINGS: ***3***
HEADQUARTERS: ***1***

OTHER ENEMIES
TNDF-2: ***4 - ACE***
AV-8: ***2 - ACE***
F-14: ***2 - ACE***
F-15: ***4 - ACE***
CANNONS: ***7***
SAM SITES: ***10***

Reconnaissance indicates a weak link in the enemy fuel supply. Eliminate their desert-based oilfield and refineries.
Although this is an early mission, it features the most SAM sites in any stage (on hard mode).

MISSION 6: FACTORY FIRE FIGHT!

MISSION REWARD: $7,000,000 BEST SELECTION: TNDF-2 OR A-10

The enemy's advanced mining system and factories are the next targets in this bombing raid. Enemy stealth fighters operate in this field, although it must be said that they are the least of your problems.
The enemy's SAM sites are far more deadly in this theatre, positioned right next to all of the major targets. Be careful in there!

FROM BOMBING RAIDS THROUGH TO AIR-TO-AIR COMBAT AND ESCORT DUTIES, YOUR TOP GUN SKILLS ARE TESTED TO THEIR VERY LIMITS IN THESE MISSIONS!!

DESTROY ALL OPPOSITION!!

Continue the ATTACK with bombing RAIDS on key installations!!

The final set of Air Combat missions throws the full force of the terrorists' capabilities at you. The anti-aircraft fire is considerably more accurate than before whilst enemy pilots are far more deadly, manning the very latest in military hardware, such as EF-2000 and YF-23 stealth fighters. Terrorist strongholds are also located in some strategically sound areas, so don't expect to find key installations waiting for you in the middle of a flat, empty desert.

By the time you reach this part of the campaign, you can expect no quarter from the enemy. Their top guns shoot to kill and anti-aircraft fire is exceptionally accurate. Master the techniques necessary in taking out SAM sites and learn how to dodge air-to-air and ground-launched missiles.

We have covered the first twelve missions in Air Combat, but after this there are another five assignments to complete before the terrorist menace is totally defeated!

MISSION 7: ATTACK THE ADARS!

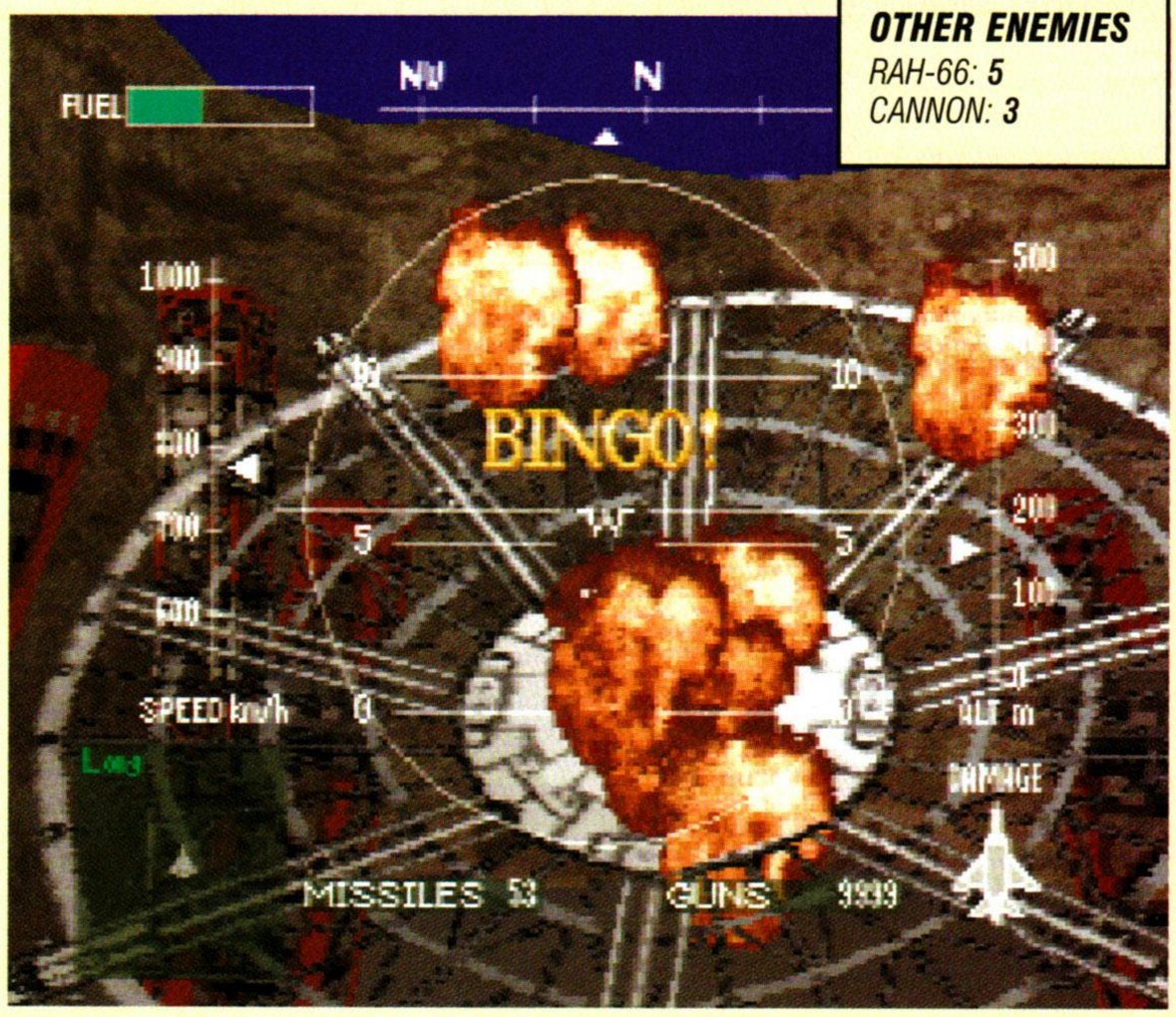
MISSION REWARD: $10,000,000 BEST SELECTION: A-10

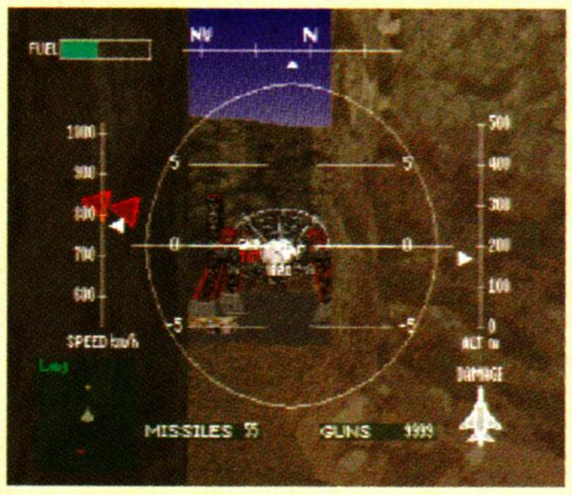
The enemy's ADARS (air defence and radar system) needs to be eliminated. Negotiate the narrow ravine and toast it!

This is the first of two ravine-based assignments and it must be said that it is a doddle in easy and normal modes, with just a few helicopters to destroy before you reach the target. Look out for ground cannons in hard mode though - it really makes the stage a lot tougher.

TARGETS
ADARS SITE: ***1***

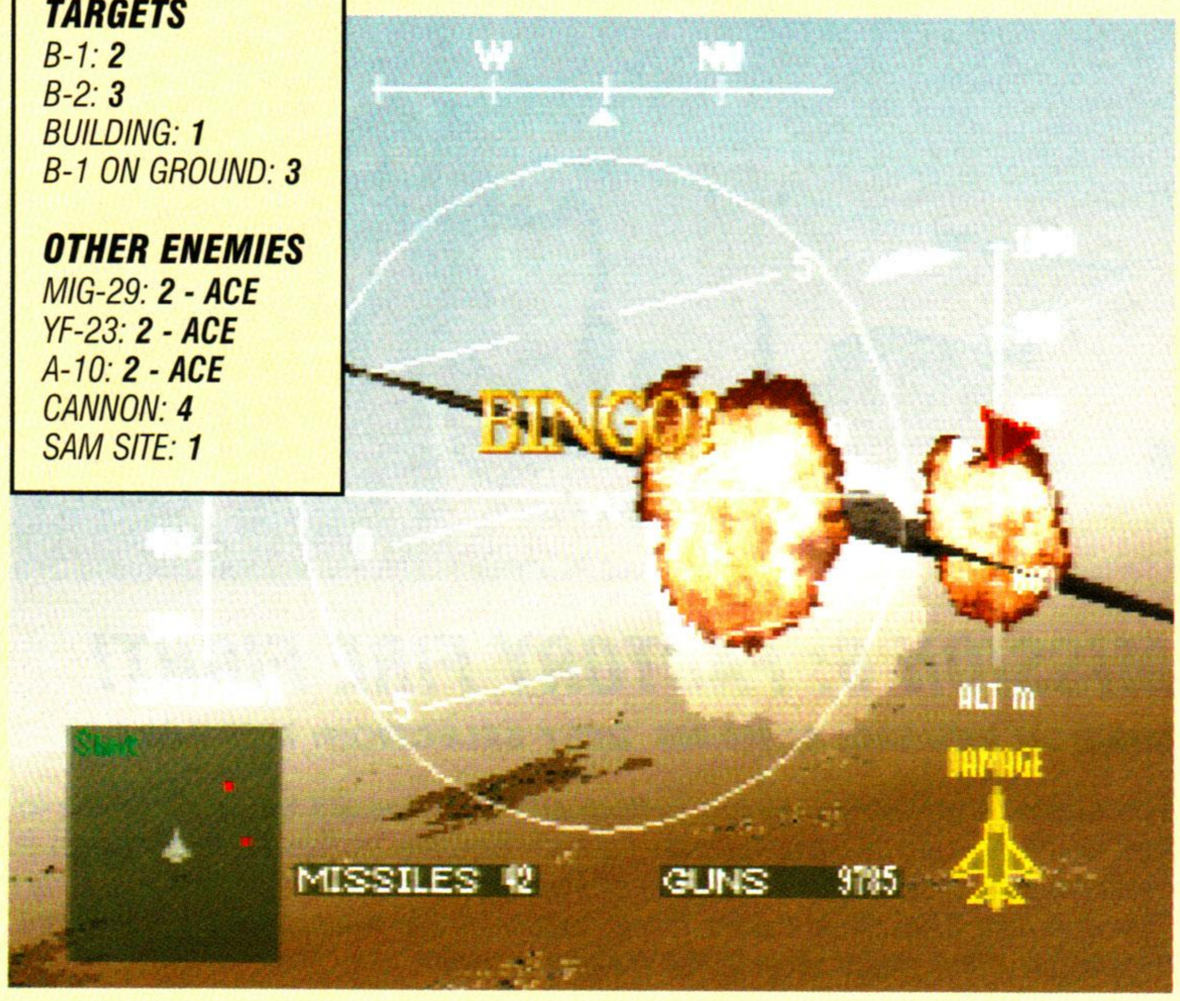
OTHER ENEMIES
RAH-66: ***5***
CANNON: ***3***





TARGETS
B-1: ***2***
B-2: ***3***
BUILDING: ***1***
B-1 ON GROUND: ***3***

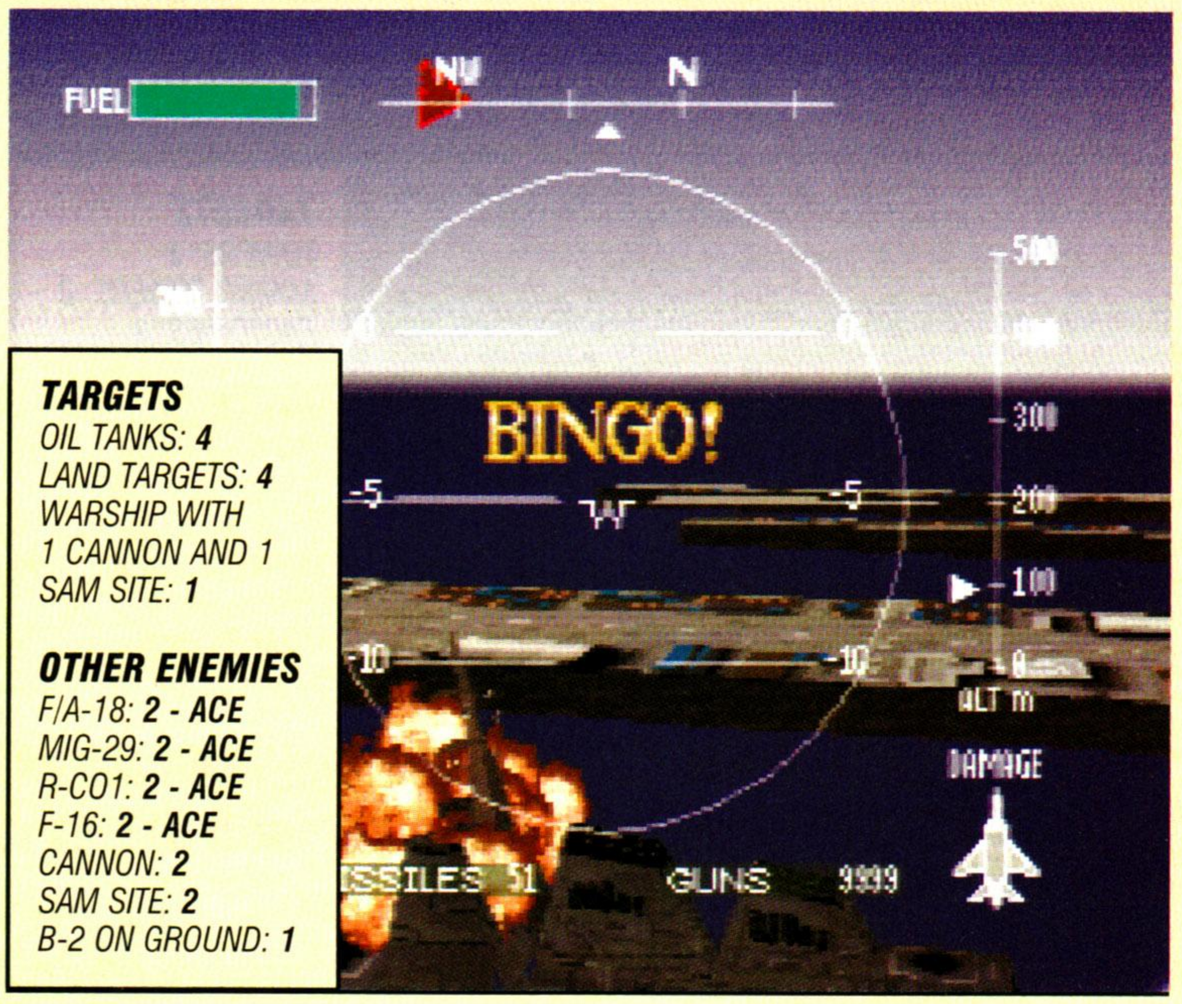
OTHER ENEMIES
MIG-29: ***2 - ACE***
YF-23: ***2 - ACE***
A-10: ***2 - ACE***
CANNON: ***4***
SAM SITE: ***1***



MISSION 8: PREVENT INCURSION!

MISSION REWARD: $1,000,000 BEST SELECTION: F-15 OR F-14

Regaining Donet City is a prime enemy consideration. Intercept their air forces at the staging area and destroy their B-1 and B-2 bombers.



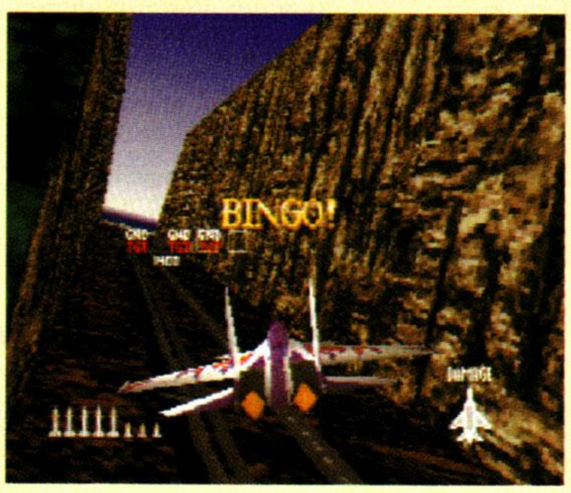
TARGETS
OIL TANKS: ***4***
LAND TARGETS: ***4***
WARSHIP WITH
1 CANNON AND 1
SAM SITE: ***1***

OTHER ENEMIES
F/A-18: ***2 - ACE***
MIG-29: ***2 - ACE***
R-CO1: ***2 - ACE***
F-16: ***2 - ACE***
CANNON: ***2***
SAM SITE: ***2***
B-2 ON GROUND: ***1***

MISSION 9: DOCK DESTRUCTION!

MISSION REWARD: $7,000,000 BEST SELECTION: MIG-31 OR YF-23

An enemy fleet is due to dock at Navy Island. Destroy all sea-based targets and then ace the island-based installation.



DON'T BE A WUSS!! SELECT HARD MODE FOR SKILLED ENEMIES AND INCREASED GROUND DEFENSES! FIGHT LIKE A REAL MAN!!

AIR COMBAT

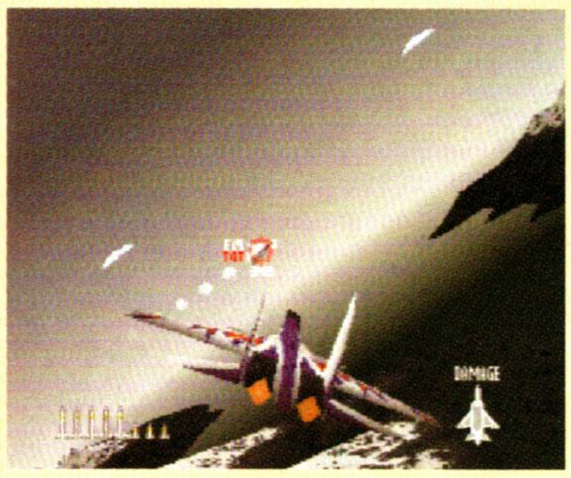
MISSION 10: MOUNTAIN RESCUE!

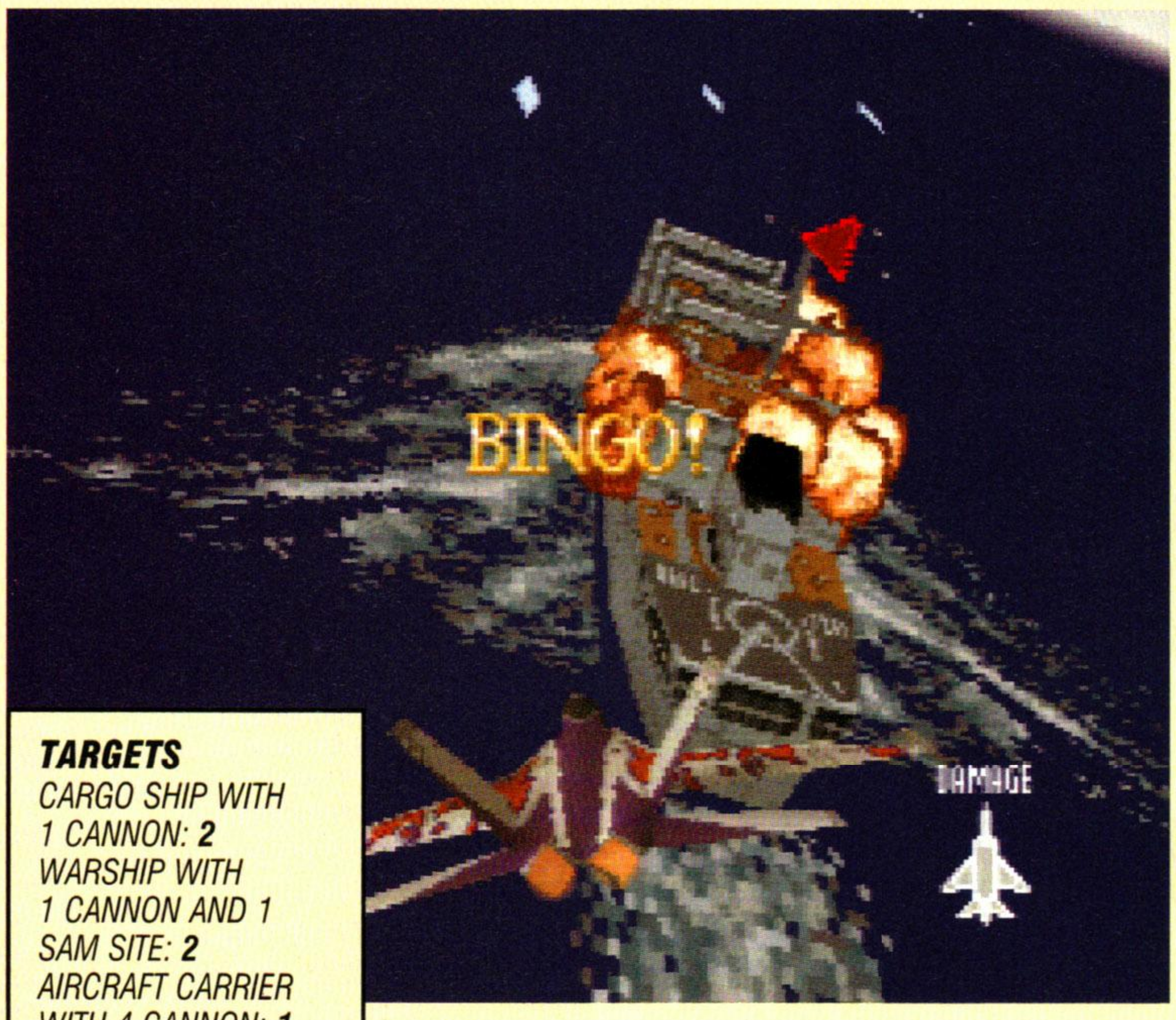
MISSION REWARD: $10,000,000 BEST SELECTION: F-15 OR MIG-31

Escort duty this time as a government 'plane attempts to extract a friendly officer from behind enemy lines.

TARGETS
F-14: ***2 - ACE***
F-15: ***4 - ACE***
AV-8: ***2 - ACE***

OTHER ENEMIES
RADAR TOWER: ***1***





TARGETS
CARGO SHIP WITH 1 CANNON: ***2***
WARSHIP WITH 1 CANNON AND 1 SAM SITE: ***2***
AIRCRAFT CARRIER WITH 4 CANNON: ***1***

OTHER ENEMIES
F-14: ***3 - ACE***
F-4: ***2 - ACE***
EF-2000: ***2 - ACE***
SU-27: ***3 - ACE***

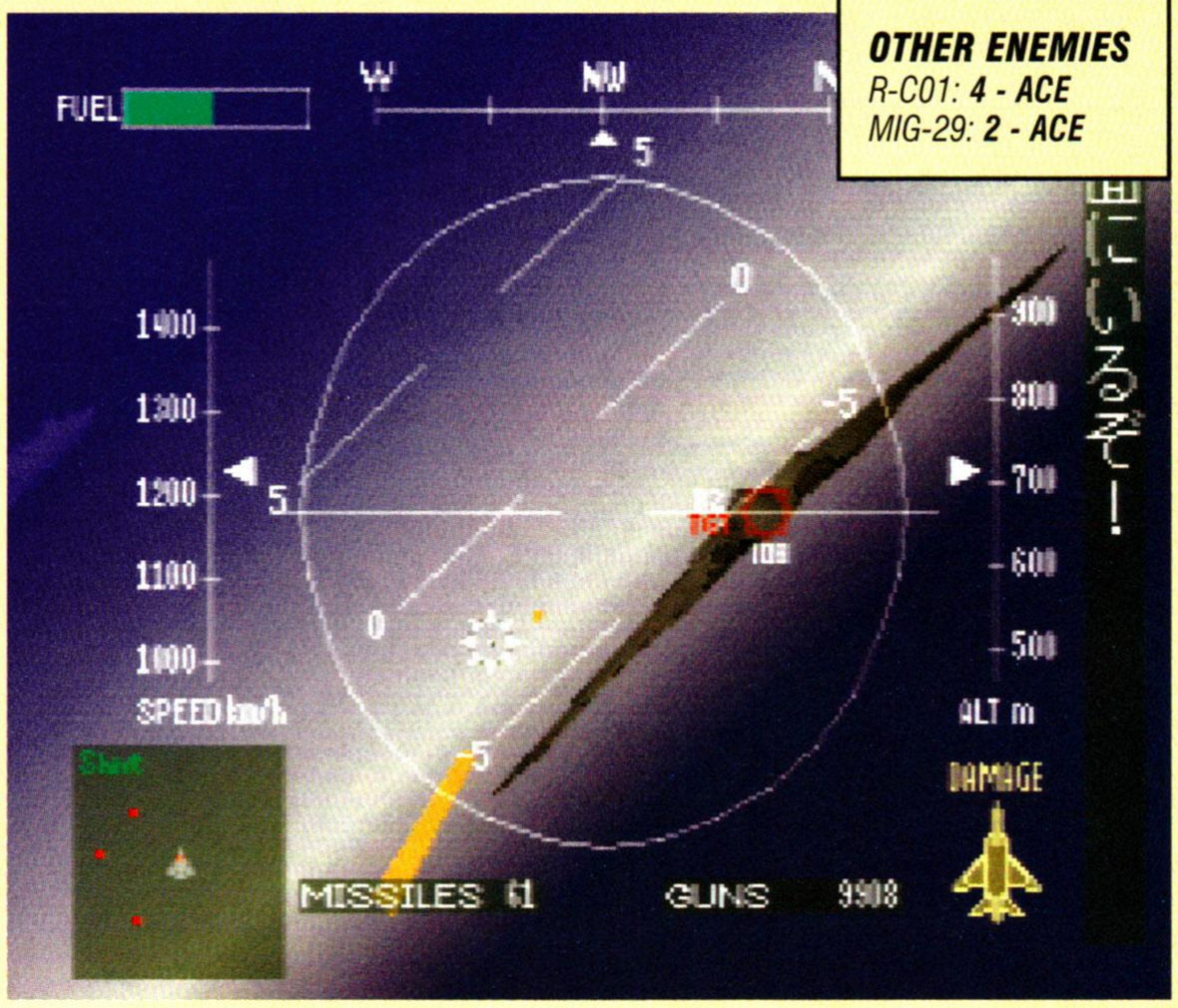
MISSION 11: STEALTH SLAUGHTER!

MISSION REWARD: $1,000,000 BEST SELECTION: SU-27 OR F-15

A key government base has been singled out for extermination by the enemy. Intercept their squadron of fighters and bombers and protect the base - even one B-1 could devastate it!

TARGETS
B-1: ***1***
B-2: ***2***
B-52: ***2***

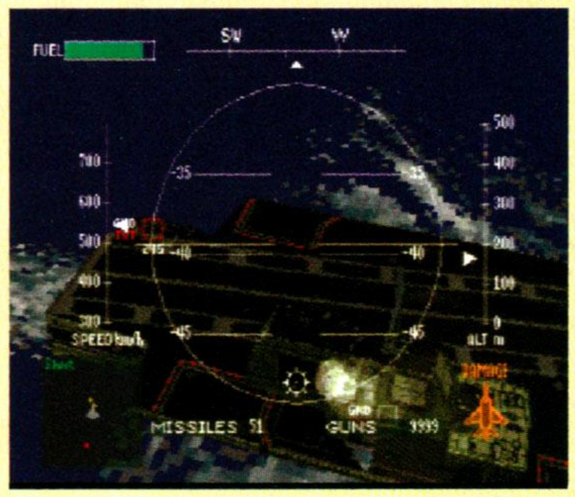
OTHER ENEMIES
R-C01: ***4 - ACE***
MIG-29: ***2 - ACE***



MISSION 12: TARGET MOTHERSHIP!

MISSION REWARD: $7,000,000 BEST SELECTION: SU-27 OR F-22

The enemy is committing its huge oceanic mothership to the theatre. Destroy this and its naval capacity will be severely diminished. Each ship is equipped with ground cannons and two ships even carry SAM missile launchers! Let there be no doubt - this mission is tough.



FIVE MORE MISSIONS AWAIT IN AIR COMBAT - DO YOU HAVE THE NECESSARY SKILLS TO DESTROY SOME OF THE MOST WELL-DEFENDED BASES IN THE WORLD?!

RETURN TO BASE, BUDDY!!

The greatest fighting game in HISTOR
to take the ARCADES by storm!!

FROM THE CREATORS OF FINAL FIGHT, X-MEN AND DARKSTALKERS - EXPERIENCE THE ULTIMATE IN SPRITE-BASED BEAT 'EM UP GAMEPLAY WITH THE LATEST CHAPTER IN THE EPIC SAGA THAT IS STREET FIGHTER!!

STREET FIGHTER ALPHA
WARRIORS' DREAMS

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48 MAXIMUM

is back and ready

Street Fighter Alpha: Warriors' Dreams is the very latest addition to the burgeoning Street Fighter family in fact, it's the seventh arcade title to feature Ryu, Ken and Sagat, but features a new range of characters to control taken from a variety of Capcom coin-ops. Set in a time period after the Final Fight and Street Fighter arcade games, but before the Street Fighter II saga, Alpha is a stunning new addition to the genre, incorporating fighters taken selectively from some of the best Capcom coin-ops of all-time.

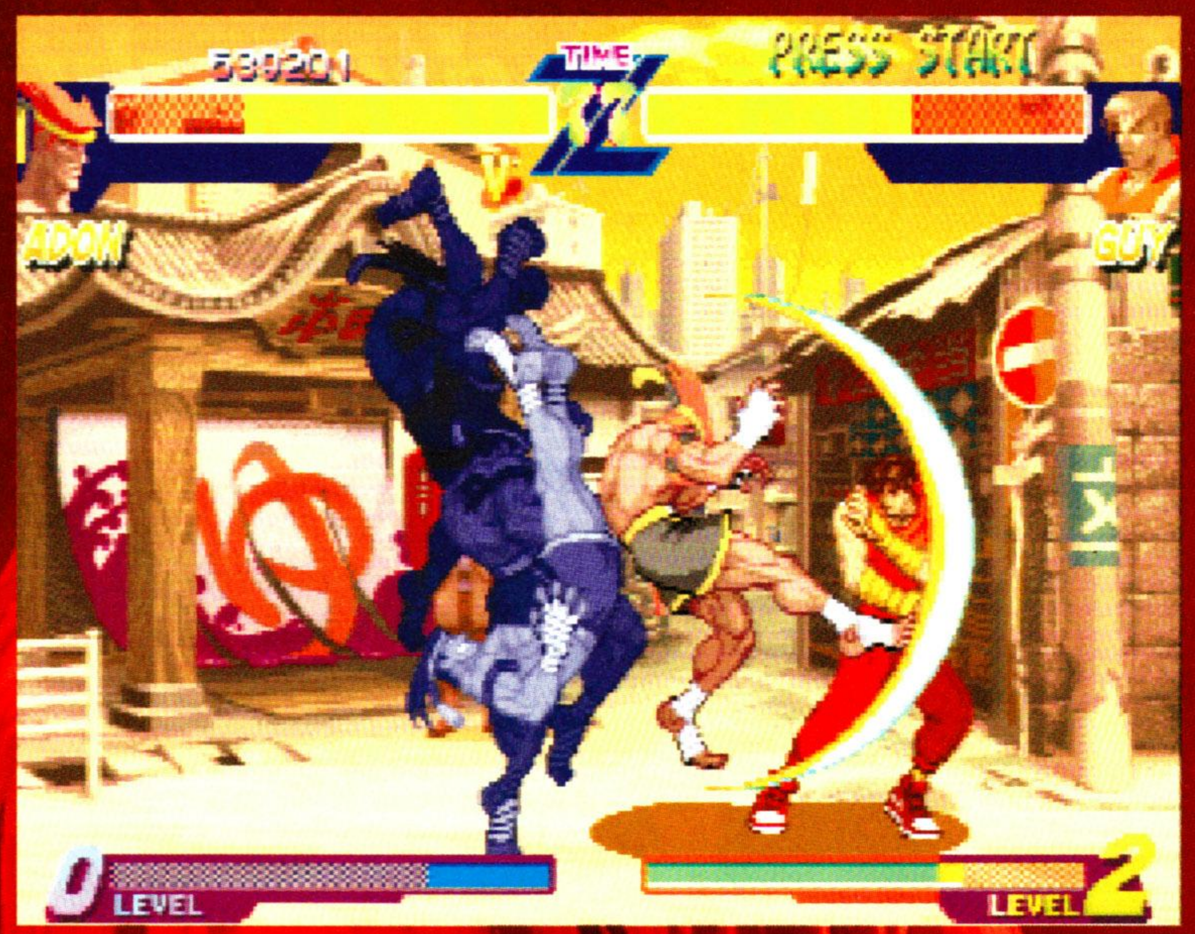
The Warriors' Dream subtitle is based around the basic premise of the game. Every one of the fighters in the game has their own ambitions or agenda for entering the Street Fighter tournament, with each character having to face a different set of opponents before they discover their destinies in an all-or-nothing battle to the death at the end of the game. Each character has their own arch-nemesis - for Chun Li and Charlie, it's evil overlord M Bison whilst Ryu seeks out a powerful, mysterious new martial artist whilst defending himself against a revenge-crazed Sagat. Street Fighter and Final Fight storylines converge as FF boss Sodom returns to battle in an attempt to recruit allies for rebuilding the Mad Gear gang.

Whilst the storyline is undoubtedly far richer and more coherent than in previous Street Fighter epics, it's definitely the gameplay that has been refined the most. Street Fighter II practically invented combination attacks, so it's no surprise to see that Alpha has what must be the most inventive, ingenious combo system to date. Capcom haven't been afraid to incorporate features that have proved successful on other fighting games, so Alpha also includes an excellent range of counter-attacks as well as the ability to defend against throws - easily the cheesiest tactic to be found in the Street Fighter series of games. Both features were found in Sega's Virtua Fighter II coin-op and Capcom have adapted them extremely well for use in a sprite-based brawl. In fact, the alpha counter moves have been developed to surpass anything similar seen in other combat titles.

The graphics are another area of the game that has been totally redesigned. In a style similar to Darkstalkers and X-Men, the visuals now boast a far more Japanese feel to them in fact, it's the first Street Fighter game where the in-game visuals match the promotional artwork in terms of style.

But it's definitely in the gameplay where Street Fighter Alpha truly excels. Capcom had been overtaken by SNK with King of Fighters '94 in terms of beat 'em up enjoyment. Alpha is easily a match for the Neo Geo classic and maybe even out-performs it in terms of combo-implementation (but check out the exclusive King of Fighters '95 feature in this issue for news on this hot contender). For the moment, Street Fighter Alpha is definitely worth checking out, being (as it is), the best sprite-based combat game around.

- ***THE GREATEST FIGHTING GAME EVER FROM THE COMBAT KINGS AT CAPCOM!!***
- ***CHARACTERS FROM FINAL FIGHT AND STREET FIGHTER GATHER FOR THE ULTIMATE BATTLE!!***
- ***NEW MOVES, NEW CHARACTERS AND AN EXTENDED SUPER-COMBO SYSTEM FOR BEGINNERS!!***



Discover the all-new ALPHA COUNTER commands and turn the battle!!

CAPCOM HAVE EXPANDED ON PREVIOUS STREET FIGHTER GAMES WITH A WHOLE HOST OF NEW OFFENSIVE TECHNIQUES AND IMPROVED DEFENSIVE CAPABILITIES!! CHARGE THE ENERGY AND TURN THE TIDE!!

ALPHA COUNTER ATTACKS

Street Fighter Alpha features the most sophisticated gameplay yet in the Street Fighter series, with several key additions having been made to the play mechanics.

Prominent amongst the changes is the inclusion of Alpha Counter attacks. Performed by performing a quarter circle from back to down along with a punch or kick button (depending on the character), the Alpha Counter allows your fighter to take no damage from an opponent's onslaught and in fact causes your character to perform a counter-strike. Hence the name.

The one down-point to the counter moves is that it does take energy away from your super combo energy bar.

ACTIVATE THE ALPHA COUNTER *with a punch button if you are either Ryu, Ken, Rose, Charlie, Birdie or Sodom. The four remaining characters Adon, Sagat, Chun Li and Guy require the swift press of a kick button for Alpha action.*

NEW STYLE OF GRAPHICS

Since the advent of Capcom's Darkstalkers coin-op, the company have made a distinct effort to change and improve upon the quality of their graphics in their fighting games.

This distinctive style really heightened the atmosphere in Darkstalkers and its sequel (Night Warriors: Darkstalkers' Revenge) and provided an excellent cartoon-like basis for the X-Men: Children of the Atom arcade game.

This is the first time that the style has been used in a Street Fighter game and the results are undeniably impressive. The fighters stand out for more strongly against the backdrops and even though basic detail appears to have been reduced, the colourisation on the characters is far more impressive than in previous Street Fighter games.

CAPCOM'S VIRTUAL AUDIO

Capcom strongly support the QSound Virtual Audio system, having made extensive use of it in every one of their coin-ops since Super Street Fighter II.

Set up correctly, QSound can produce some startlingly excellent results. It's not really in the same league as multi-speaker Dolby Surround, but the fact is that Capcom's system produces the most excellent results possible in an arcade environment.

It's certainly true that Capcom (having invested a lot of money in the company behind QSound) are keen to have the best results. The CPS II board on which Alpha is based has dual phono outputs to provide audiophile quality.

RANDOMISE MODE

Feel like letting the CPU select your fighter for you? On the character select screen, moving your cursor to the question mark space activates the game's automatic fighter select mode. Although seemingly random in its results, the selection of characters is definitely linked to the on-screen countdown - for example, select a character when the countdown hits 13 and (more likely than not), you'll be given Ken.

THE QUESTION MARK HIDES *two hidden characters! Time your selection carefully and you might select either M Bison or Akuma as they flash by!*

...and SUPER COMBO

PLAYERS OF ALL LEVELS CAN ENJOY STREET FIGHTER ALPHA!! SELECT AUTOMATIC MODE FOR EASY TO EXECUTE SUPER COMBOS AND LIMITED DEFENCE!!

AUTOMATIC MODE FOR BEGINNERS

Street Fighter has always been a game best savoured by beat 'em up experts and this remains the case with the new Alpha edition - although Capcom have incorporated several features which should give beginners a fair chance of winning against an adept player.

AUTO BLOCK

This feature of the game basically allows beginners to absorb eight hits before they start to lose any energy. When a hit strikes, you know it has been absorbed by the fact that your fighter flashes blue for a split-second.

AUTO SUPER COMBOS

The key to mastering Street Fighter Alpha is to know each character's super combos. These moves string together the most powerful attacks of each character and are characterised by blue shadows proceeding the hit. In automatic mode, you don't need to learn any of the characters' complicated super combo moves - just press down the same strength punch and kick buttons together.

THREE HIDDEN CHARACTERS - CAN YOU FIND THEM?

There are three "bosses" hidden in Street Fighter Alpha which are unselectable by players... to begin with. We have managed to find all the characters in the game and can reveal that the only way you can get to control these arch-villains is to master the appropriate timing required for the randomising mode on the character select screen or to input a special code. These codes will be revealed next month as well as the identity of the 13th character!

M BISON

Bison is a boss character that you do actually get to fight against in the game - and he is one tough fighter. He's far more powerful than he is in the other Street Fighter epics, with teleport moves and super combos which can drain away the majority of a fighter's energy. Although a great many of the game's characters bear a grudge against Bison, he remains confident to the point of arrogance about his chances of success.

AKUMA

Fresh from his appearances in Super Street Fighter II Turbo and, er, X-Men: Children of the Atom, Akuma returns once again to wreak havoc as only he can. Clearly operating a martial arts technique similar to Ken and Ryu's (but far in advance of either of these two characters), Akuma has entered the Alpha contest in order to test his techniques against the most powerful fighters in the world.

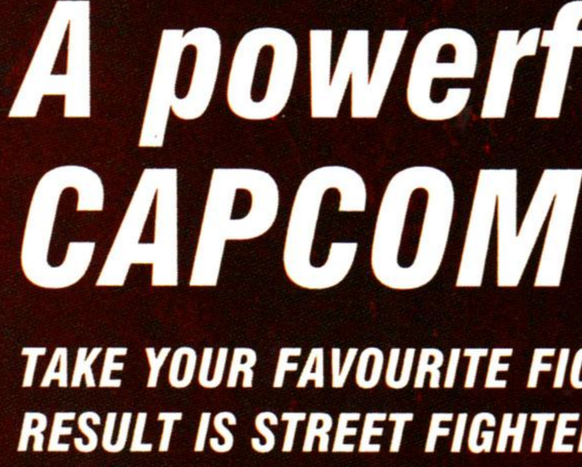
A powerful combination of CLASSIC c
CAPCOM'S greatest fighting games!!

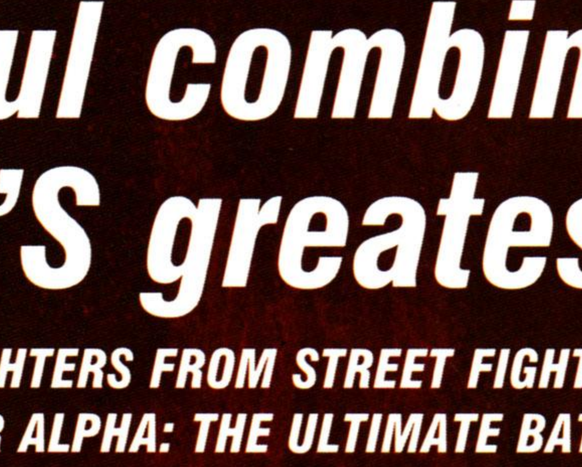
TAKE YOUR FAVOURITE FIGHTERS FROM STREET FIGHTER, STREET FIGHTER II AND FINAL FIGHT AND THE END RESULT IS STREET FIGHTER ALPHA: THE ULTIMATE BATTLE FOR MARTIAL ARTS MASTERY!!

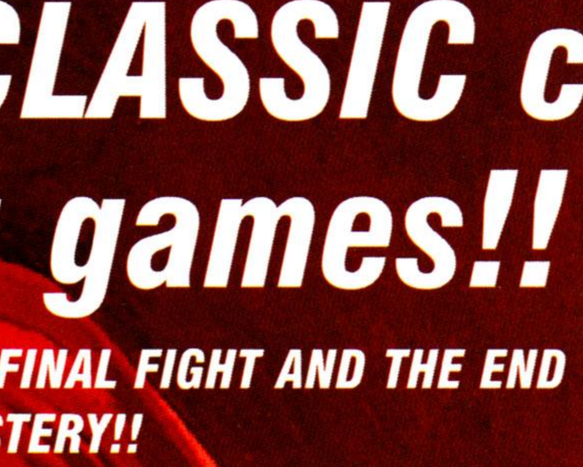
RYU *THE ORIGINAL WORLD WARRIOR*

The consummate martial artist, Ryu has dedicated his entire life to the advancement of his fighting art. Street Fighter Alpha sees Ryu little advanced in terms of fighting technique from Super Street Fighter II Turbo. Everyone knows Ryu, making Alpha instantly accessible.

In the new game, Ryu has heard tales of a "man with mysterious powers" (presumably Akuma) and this has driven him to enter the Street Fighter Alpha tournament.







RYU'S SPECIAL MOVES *are the same as in Super Street Fighter II Turbo. Two types of powerful fireball attacks along with the mighty dragon punch and hurricane kick should still see you through the game without much problem. Both Ryu and Ken are included in order to make the game accessible to SF veterans, hence the lack of new special moves.*

RYU'S NEW STANDARD ATTACKS *are activated by pushing the joystick towards your opponent and pressing either middle punch or kick. The punch button attack is a descending strike that inflicts two hits on your opponent. The kick move is best described as a kind of mini-hurricane which is very combo-friendly and can be used as part of a damaging chain combination attack.*

RYU'S SUPER COMBO ATTACKS *are a mixture of both old and new. Super Street Fighter II Turbo's awesome multiple hit fireball attack is still in there, along with a new super hurricane combo, which can inflict up to a maximum of 16 hits (if you execute it with the combo energy bar at level three). Ryu has always been one of the most powerful fighters in the Street Fighter saga and that remains the case in Street Fighter Alpha.*

...aracters from

STREET FIGHTER ALPHA WARRIORS' DREAMS

GUY *THE METRO CITY NINJA*

This orange-clad ninjitsu master is flushed with success after helping out Cody and Haggar bring down the Mad Gear gang in Final Fight. Anxious to turn his "bushin" style ninja moves into a formidable street fighting technique, Guy enters the Alpha tournament.

Guy is best characterised as having the speed of Chun Li, combined with unusual moves and techniques that are capable of producing some (literally) stunning chain combos.

GUY'S SPECIAL MOVES *effectively sum up his ninjitsu training, concentrating on stealth, speed and surprise attacks. Fireball motions with punch and kick perform two of Guy's special moves, whilst reverse fireball (from down to back) with kick causes Guy to execute a great rising multiple-kick attack. This attack is much favoured by the CPU opponent, who uses Guy's sheer speed to excellent effect. Of all the new characters in Alpha, Guy has the most potential.*

GUY'S STANDARD ATTACKS *are all very quick and quite devastating in the right hands. Speed is definitely Guy's area of expertise, which makes his airborne throw and ground slides very damaging.*

GUY'S SUPER COMBO ATTACKS *can effectively take out both ground and airborne opponents. The airborne super combo (pictured above) must rate as one of the most impressive ways to finish off a bout. It's the final flip kick after the awesome flurry of punches and kicks that really shows off the power of Guy. Two reverse fireball attacks (with kick) executes one super combo. Two fireball motions plus the punch button executes the other. Fast. Furious. Deadly. That effectively sums up both Guy and his moves.*

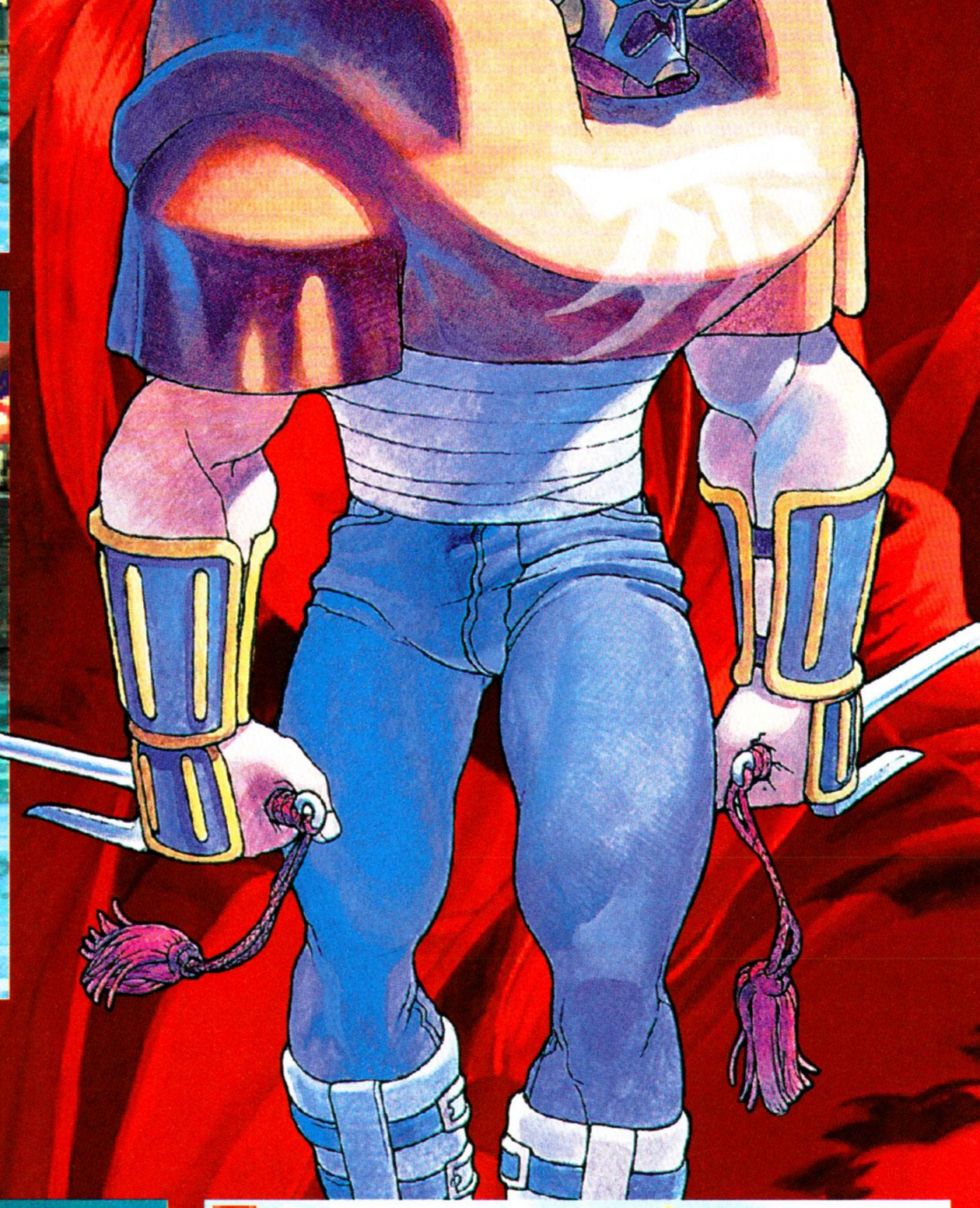
SODOM AND BIRDIE FOLLOW THE AGE-OLD CAPCOM TRADITION OF BEING HUGE CHARACTERS WHO ARE DIFFICULT TO CONTROL - YET UTTERLY DEADLY IN THE RIGHT HANDS!!

SODOM

THE MAD GEAR MAULER

Experienced Capcom veterans may recognise Sodom from the company's classic sideways-scrolling beat 'em up, Final Fight. Sodom remains pretty much as he was in the earlier game, but he's traded in his swords for sai in Street Fighter Alpha.

Like Birdie, he is best described as a Zangief-style character, although he does have some combination potential. His aim in competing in the tournament is to gather allies and rebuild the Mad Gear gang.



SODOM'S SPECIAL MOVES *are perfectly in keeping with his cumbersome, yet powerful appearance. His charge attack (performed like a sonic boom move) inflicts three hits of damage. Sodom's spine grinder (above, left) is proceeded by a rush (so you can perform it at range), whilst the power slam move (above, right) can only be performed at close range. Both attacks are graphically superb - and cause huge amounts of damage.*

SODOM'S SUPER COMBO ATTACKS *are some of the most powerful in the game. True, they require some pretty deft joypad actions (like two 360 degree spins followed by a button press), but they sure look impressive - and more importantly, drain that energy bar something drastically.*

Enter SODOM and BIRDIE: Two of the characters in the STREET FIGHTER leg

BIRDIE

THE BIRD-BRAINED BOUNCER

One of five fighters who have returned to the fighting tournament after appearing in the original Street Fighter coin-op. Birdie is one of two Zangief-style fighters in Alpha who seem slow and cumbersome but are capable of some combo attacks and specialise in heavy-hitting.

Birdie's reasons for entering the tournament are pretty straightforward - he realises that there's no point in pursuing his bodyguard career. Instead he wants money and fame.

BIRDIE'S SPECIAL MOVES *are reminiscent of Zangief's in Street Fighter II: difficult to successfully execute - but utterly devastating when they hit home.*

ost powerful nd!!

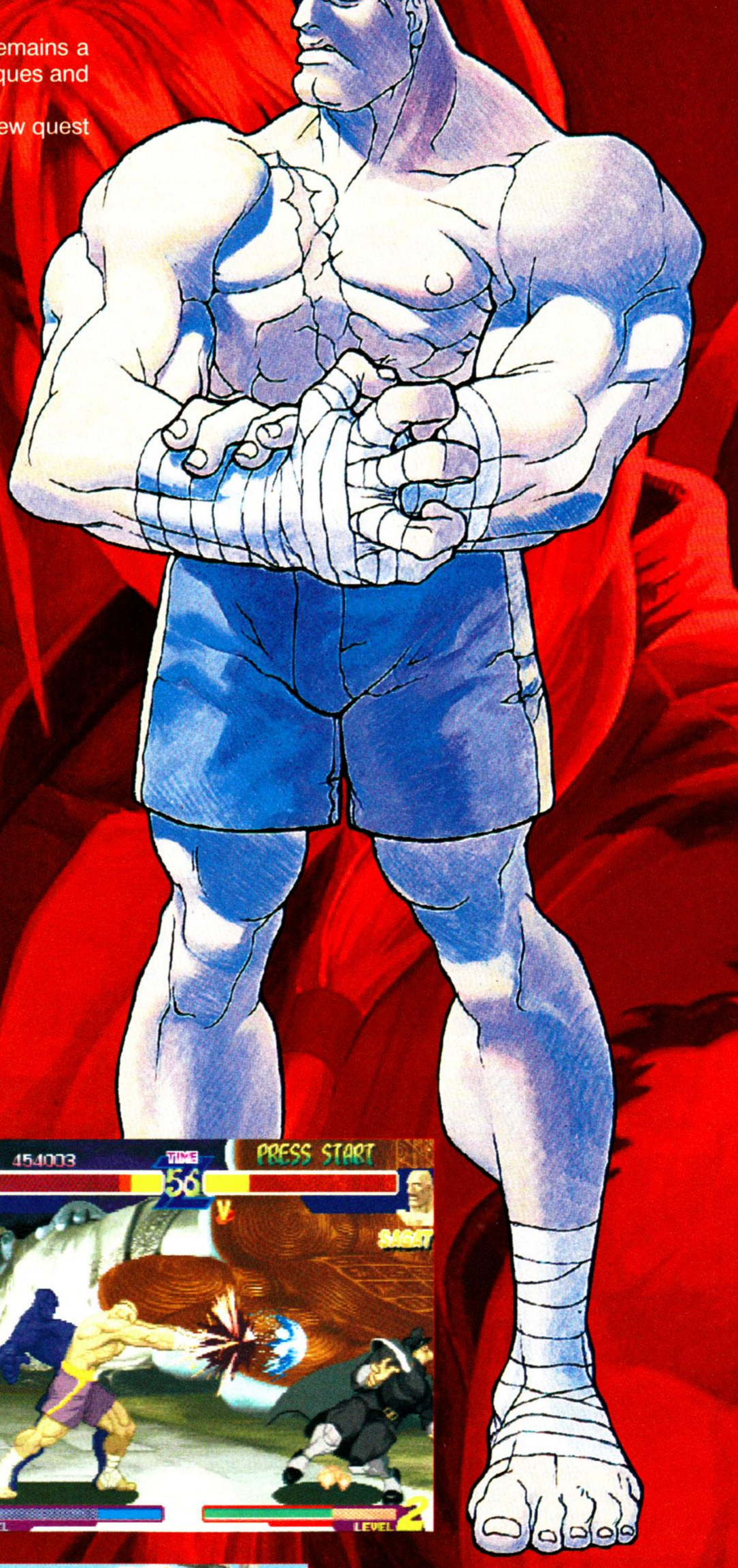
BIRDIE'S SUPER COMBOS *are variants of his headbutt and choke chain attacks. The headbutt super (charge back, forwards, back, forwards, punch) smashes into your opponent three times. The choke chain super (executed with two 360 degree spins followed by punch) ranks as one of the deadliest finishing moves in the entire game.*

SAGAT

THE MUAI THAI MASTER

Despite humiliation at the hands of Ryu in the first Street Fighter tournament, Sagat remains a force to be reckoned with. After his defeat, he returned to Thailand to learn new techniques and now firmly believes that he is the deadliest fighter alive.

Armed with his kick-boxing techniques and tiger special moves, Sagat embarks on a new quest - to conquer and totally destroy Ryu in the Street Fighter Alpha tournament.



SAGAT'S SPECIAL MOVES *remain almost unchanged from Super Street Fighter II Turbo. His combination of tiger uppercut and ground and air tiger shots gives him the versatility of Ryu. However, Sagat's tiger uppercut is capable of inflicting multiple hits - perfect combo fodder. The only difference in Alpha is that Sagat's tiger knee is now activated with a dragon movement plus a kick button - making it a lot easier to perform.*

SAGAT'S NEW STANDARD ATTACK *is a pretty simple grappling attack that causes the Thai martial arts master to repeatedly smash his opponent's head into his knee. It's activated by performing a throw motion with the fierce kick button.*

SAGAT'S SUPER COMBO ATTACKS *remain extremely damaging. His only new super combo (pictured above) is performed with two reverse fireball motions and the kick button. Sagat retains his super fireball combo (above right) which is still executed with two fireball motions followed by a punch. The super knee combo (right) is unchanged from Sagat's activities in the Super Street Fighter II Turbo arcade machine.*

Legen

STREET FIGHTER ALPHA WARRIORS' DREAMS

ADON THE KICK BOXING KILLER

Having been defeated in the first Street Fighter contest, Adon is burning with vengeance. His primary motivation is to show Sagat for what he is: an arrogant fighter whose words are more powerful than his fighting. For Adon the time has come to prove to everyone that he is the most dangerous fighter in the world today.
Although he uses kick-boxing techniques like Sagat, Adon is far more agile although not quite as powerful.

ADON'S SPECIAL MOVES *consist of three distinct attacks. Based on J jaguar kick-boxing techniques, Adon is blessed with a rising knee strike, combined with a swooping kick and a forward flash kick style technique. These are all very strong special moves, but excluding the rising knee, the attacks are quite easy to counter - especially for a character like Ryu. Or Sagat - Adon's arch enemy.*

ADON'S SUPER COMBO ATTACKS *are limited to flash kick and punch/kick multiples. Like the rest of the super combos in this new Alpha edition, the amount of blows inflicted depends on the number of buttons pressed after you've performed the appropriate joystick motions. For example, hammering all three kick buttons on the flash kick super combo (left) will inflict far more damage than just pressing one or two. The difference is immediately apparent - especially with Adon's supers.*

ary kick boxing champions SAGAT and ADON must battle for supremacy!!

STREET FIGHTER ALPHA WARRIORS' DREAMS

MORE CHARACTERS TO CONTROL!!

This extended play feature has covered all of the selectable characters in this latest Street Fighter game, but as revealed elsewhere there are two more play-controllable martial arts masters to find.

We'll be covering certain aspects of the game in more detail in upcoming issues, where we'll be revealing some of the most powerful chain combinations and techniques in the game. Also, we'll be sharing our knowledge on the boss characters. How do you access them? What do they do and what special techniques are they in possession of? The answers might surprise you...

KEN

Ken boasts a couple of new forward attacks included in his street fighting repertoire, but otherwise, it's business as usual for the American fighter. His style and techniques remain almost identical to Super Street Fighter II Turbo, although like everyone else, he is empowered with an all-new super combo attack. In this Alpha edition, Ken seeks out Ryu to test his skills.

CHUN LI

Sartorially speaking, Chun Li has received a complete facelift in order to fit her new image as an undercover cop, on the trail of Bison's drugs cartel. Yes, she has received a new super combo attack and her near-useless spinning bird kick has been replaced with a new vertical drill kick, but otherwise, Chun Li remains very much as she was in the Street Fighter II games.

CHARLIE

Although strictly speaking, Charlie is an all-new character in Street Fighter Alpha, it has to be said that he looks and plays very similarly indeed to his friend, a certain Colonel Guile. Charlie uses near-identical combat karate techniques to Guile including the staple sonic boom and flash kick attacks. In Street Fighter Alpha, Charlie is investigating drugs-related corruption that leads all the way to M Bison himself.

ROSE

Rose is a key member in a syndicate pledged to eliminate all evil from the planet Earth. Her first mission is to destroy the deadly organisation run by the personification of evil itself: M Bison. She's armed with her powerful Soul Energy which has multiple-hit potential and can also be used to reflect projectile attacks such as Ryu's hadoken and Charlie's sonic boom.

FOR MORE DETAILS ABOUT STREET FIGHTER ALPHA YOU'LL NEED TO CONTACT ELECTROCOIN, CAPCOM'S OFFICIAL DISTRIBUTOR IN THE UK ON 0181 965 2055.

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VIRTUA FIGHTE

Sega Saturn has been on the shelves for several weeks now and curiously enough, the best game for the system is packaged in with the machine. Just about everyone can play Virtua Fighter to a reasonable degree - this feature is designed to take you beyond the set-piece combos laid out in the manual. The moves and techniques here fully capitalise upon the game's almost perfect timing, inviting you to be more flexible in your combat.

As you probably know by now, Sega of Japan have recently re-issued Virtua Fighter in a new, fully texture-mapped remixed edition (which has a provisional October UK release). The gameplay is exactly the same, so we thought we'd take this opportunity to show off the new version of the game whilst revealing excellent technique-enhancing information.

AKIRA YUKI

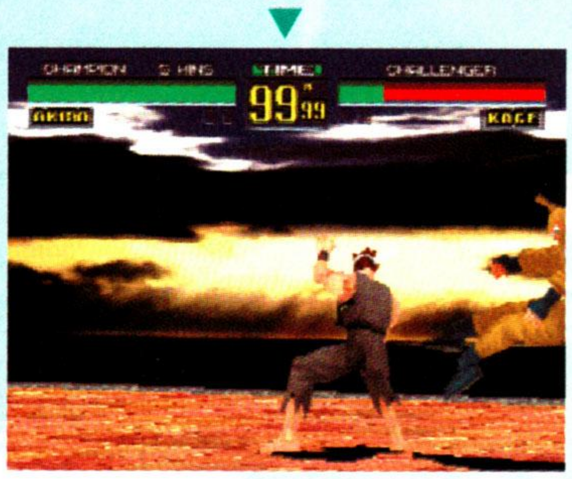
Berated by a lot of inexperienced Virtua Fighter players, Akira is actually one of the most powerful fighters in the game, combining the speed of Jacky and Sarah with the sheer power of Wolf and Jeffry. He specialises in counter-attacks - that is, capitalising fully on his opponents' mistakes. If Akira connects after his foe has just missed a move, he inflicts extra damage. His moves (and especially his throws) are very difficult to execute, and it's essential to learn them properly before trying out any of these more advanced techniques.

AKIRA'S MID KICK COMBOS

High and low attacks can be easily guarded against - mid-level strikes are more unpredictable. Akira's mid-level kick can be immediately followed with any number of moves, making for a lightning fast two-hit combo.

*The mid-kick in action (**DF** - K). Follow up with either...*

The dashing elbow strike (F, F - P). Very easy to perform, but not as much damage as you'd hope for.



The dashing tackle (B, F, F - P+K) is tricky to perform after the kick, but inflicts awesome levels of damage.

*The dashing straight arm (or palm strike - **D**, F - P) is again difficult to perform but inflicts plenty of damage and could gain you a cheap ring out.*

AKIRA'S THREE LEVEL COMBO

This Akira three-hit combo attacks on all three height levels even if your opponent blocks one blow, it's unlikely that the others will fail.

Start with a high punch.

*Crouch and punch (**D** - P) Keep holding down and execute a dashing straight arm (**D**, F - P).*

igh-speed, SUPER-REALISTIC fighting that allows for finish replays!!

R

AKIRA'S DEVASTATING REAR ATTACK

This three-hit attack inflicts terrible amounts of damage on your opponent, but is quite difficult to master. We do recommend sticking with it and mastering this sequence of attacks, because the same moves are a lot more brutal and effective in Virtua Fighter 2 - so get the practice in now.

*Perform Yoshisenrin when in close to your opponent (B, DF - P+K) to get behind the opponent. Now start off a mid-level kick combo - (**DF -** K). Finish off with a Tetsuzanko dashing tackle move (B, F, F - P+K).*

PAI CHAN

Pai is definitely the fastest fighter in the game, boasting combination attacks similar to Lau's, although not quite as powerful. Her speed enables her to keep her opponents off-guard and the nature of her throws allows her to execute them very quickly after dropping out of a combo. She has the unique ability of turning an opponent's punch or kick against them (B, P), but the nature of her moves combined with her lack of any variety in her combos makes her weak in comparison to Lau (in terms of combinations) and Sarah (overall versatility). But in the right hands, she sure is annoying...

PAI'S FIVE-HIT COMBO

Pai has an undocumented pseudo-combo, which hammers home five deadly hits. However, you can't follow up the throw with a pounce attack.

The first and third hit of Pai's simple three-hit PPP combo...

Follow up directly with F, F - P+K - the throw inflicts more damage...

And you get an automatic bonus punch too.

PAI'S PUNCH/KICK VARIATION

Pai's PK combination is quite powerful, but both hits are high. If her opponent blocks one hit, the chances are the other won't connect. Try this variation that starts with a crouching punch into the mid-level spin-kick.

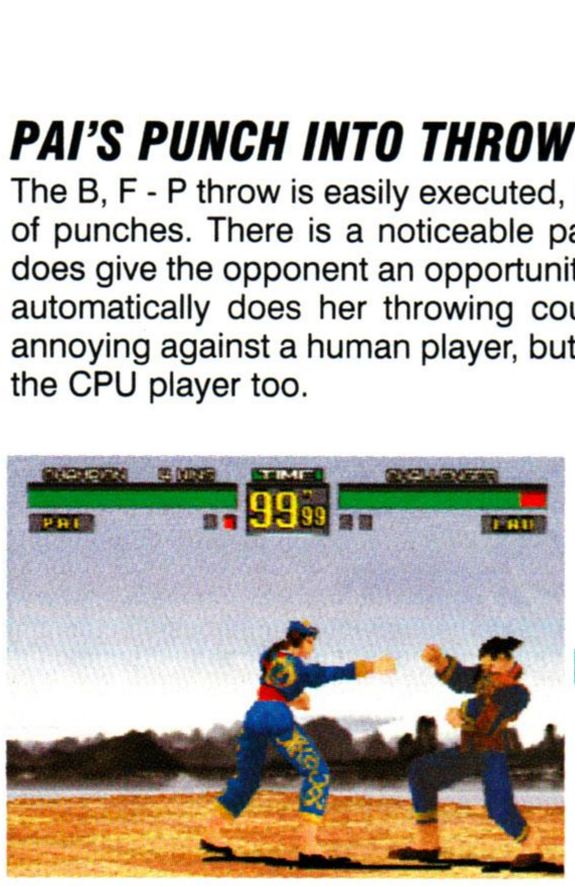
BE VERSATILE!

Pai's simple PK combo above is actually quite powerful, but has a high blocking rate from her opponent. If this happens, immediately follow up the PK with the punch/kick variation shown in the pictures on the left.

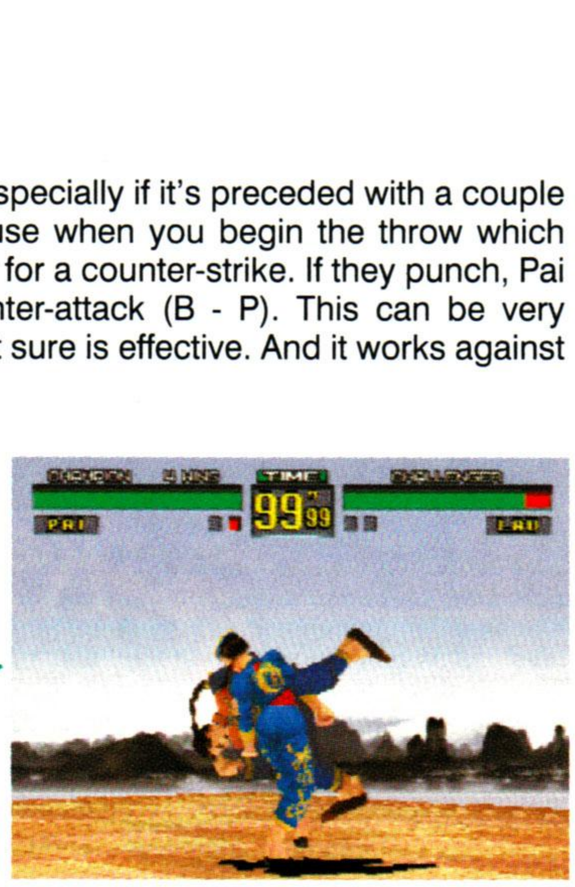
Realistic 3D FIGHTING action!! King o

PAI'S PUNCH INTO THROW

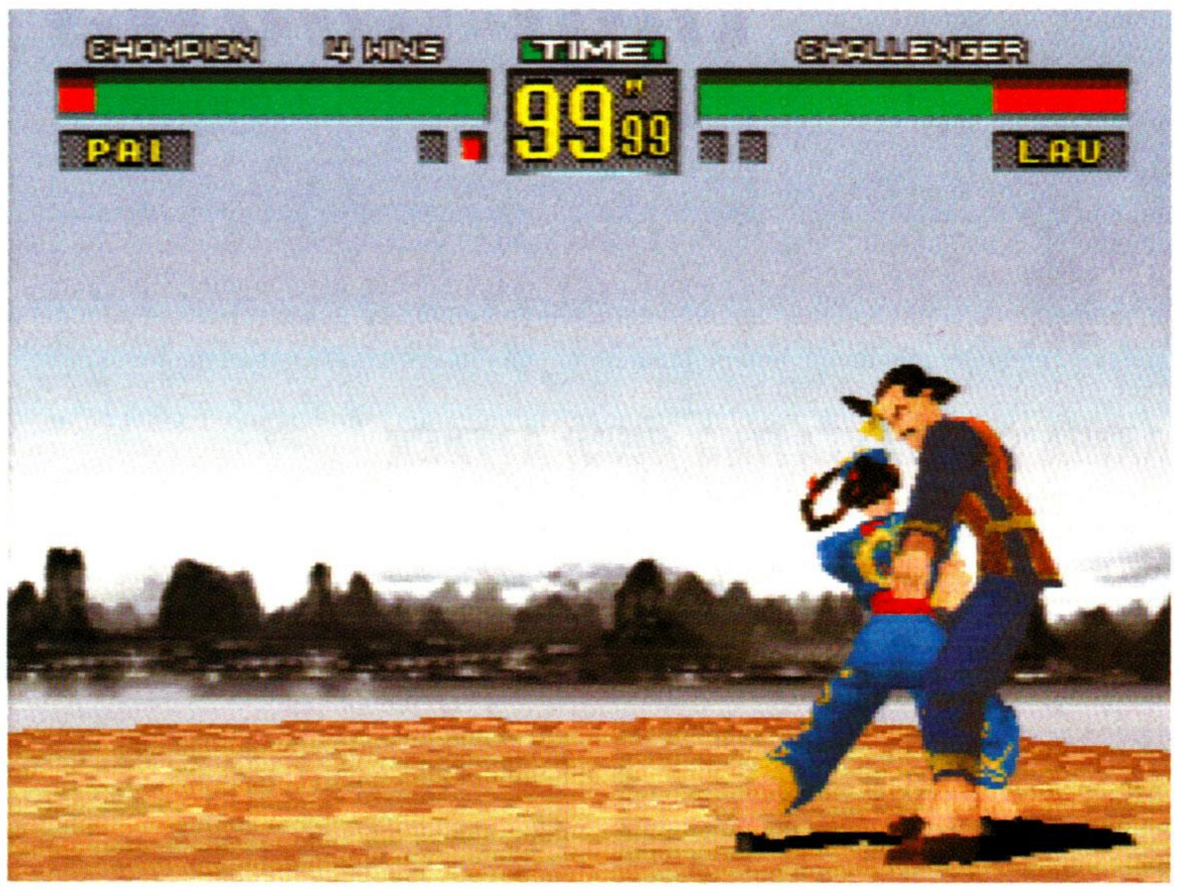
The B, F - P throw is easily executed, especially if it's preceded with a couple of punches. There is a noticeable pause when you begin the throw which does give the opponent an opportunity for a counter-strike. If they punch, Pai automatically does her throwing counter-attack (B - P). This can be very annoying against a human player, but it sure is effective. And it works against the CPU player too.



Throw a couple of punches...



Directly after the punches, perform a B, F - P throw. If the enemy attempts a punch or high-kick, they'll be floored with a B - P throw.



If the opponent blocks, the full force of the B, F - P throw is upon them.

LAU CHAN

Yes, Jacky has a lot of fans and Sarah is seemingly unstoppable in the right hands, but rest assured, Lau Chan is definitely the best character in Virtua Fighter if you can take the time to master his difficult combinations. He may not be as fast as Pai, but his range of punches can break through any defence and his combos are second to none. Ignoring counter-attacks, Lau does everything that Pai does well and improves on her in key areas - mostly in "floating" an opponent - that is, knocking your foe into the air and pulling off a combo before they hit the ground.

LAU'S ULTRA CHEESE RING OUT

Ring outs are cheesy and this Lau move is the most cheese-ridden technique in the entire game. Whilst not recommended for serious players, if you're playing against a cheeser, try it out by all means.

Guide the battle to the ring edge - but not that close.

Use a standard F, B - P throw on your hapless opponent - and watch for that magical, completely unexpected ring out.

LAU'S PUNCH/KICK DERIVATIVES

The PK combo on its own doesn't tend to get that much usage with Lau players owing to the wealth of other potential combination attacks. However, to keep the opponent off balance, derivative PK combos can be employed.

Try either a crouching punch or alternatively a crouching kick...

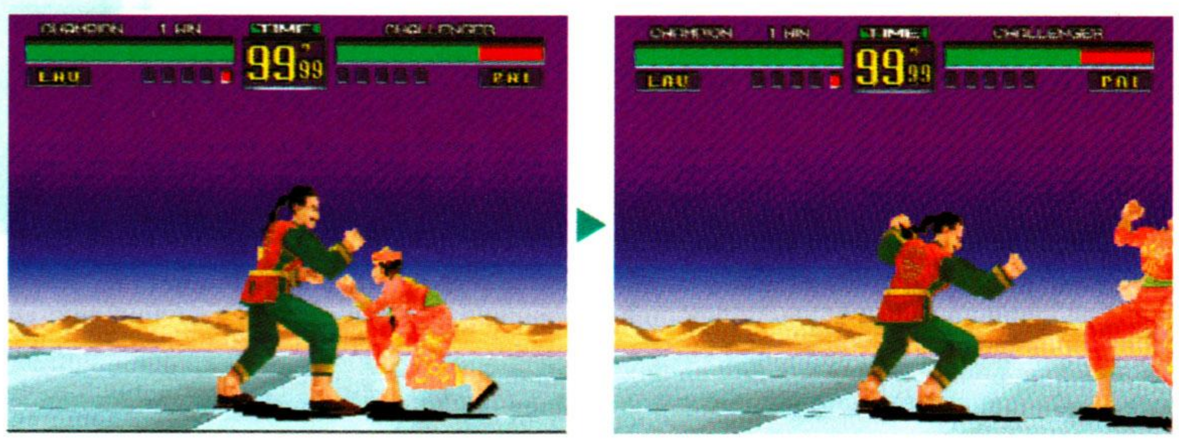
Let go of the d-pad and Lau rises - press the kick button as you do so for a rising mini-roundhouse.

COMBO FLY-KICK

Pressing UF - K produces a small flying kick that can be chained into combination attacks such as a PPPK strike. If it is blocked by your foe, it tends to leave them open to a throw such as P+K or B, F - P. It's yet another strong move for the powerful Lau.

THE POWER OF SHAKA-SHO

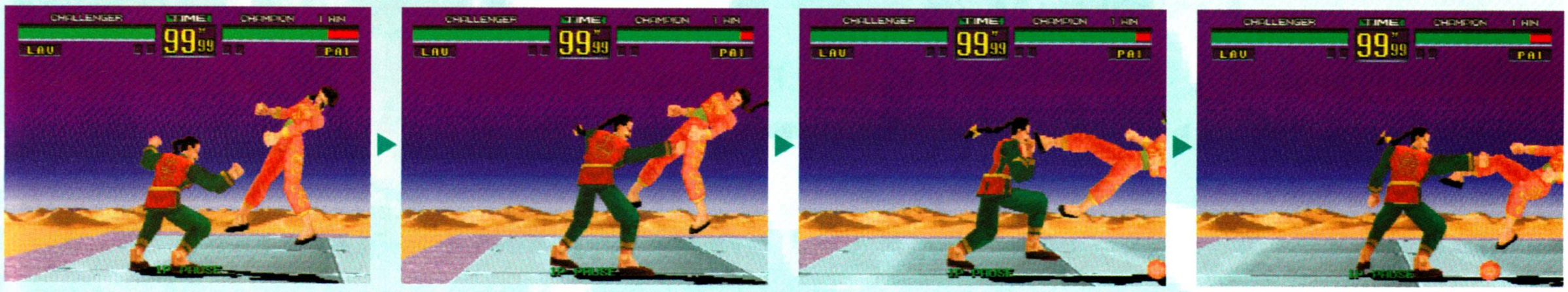
The simple button press (DF - P) produces shaka-sho, a kind of scooping punch that can be used as the first hit in a PPPK combo. It's this combo-friendliness that makes it so useful, coupled with the fact that it makes crouching opponents stand up whether they like it or not.



the WORLD!!

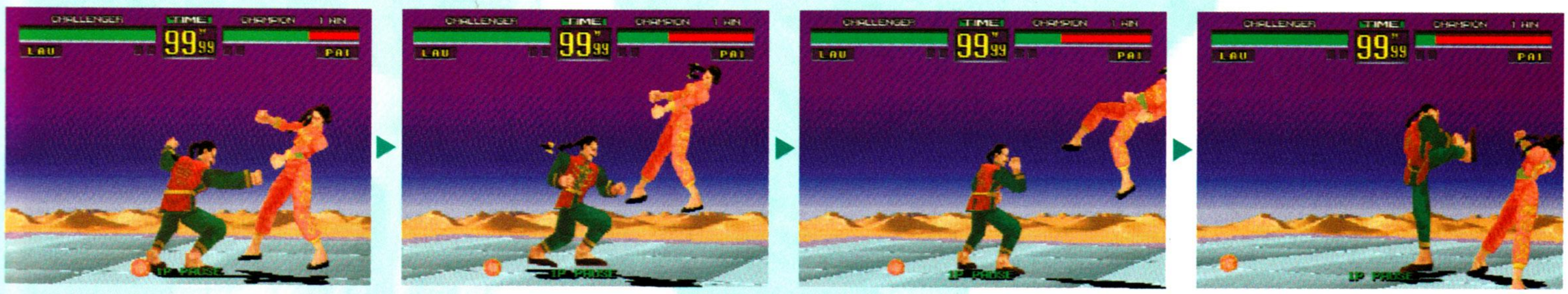
USE SHAJA-SHO

Another button press (**DF** - P) with incredible uses. This move only really hits if you use it as a counter-strike, after which the opponent is sent flying into the air. They can then be "floated" (hit in the air before they land). This move also paves the way for an incredible EIGHT HIT combo - the greatest in the game, in fact.



*Use Shajo-sho (**DF** - P) as a counter-strike against a foe who's just missed a crucial attack.*

Use a PPP combo on your "floating" opponent.



Execute a shaka-sho attack (DF - P)...

And finish off with two punches and a spinning roundhouse kick - the height of the kick is up to you - if they're still floating, use a high kick. The low kick is more useful however.

WOLF HAWKFIELD

Wolf is seemingly a very limited character in that he has a severe lack of combination attacks, relying only on his throws to inflict maximum damage. That may be true, but there are several key techniques you can use to make full use of his throws which should constantly fool the opposition. One thing is for sure: relying on the clothesline (F, F - P) and charge (B, F - P) are not really going to get you anywhere. It's in using Wolf's knee blast and scooping punch that you really find out what he's capable of.

WOLF'S MONSTER THROW COMBOS

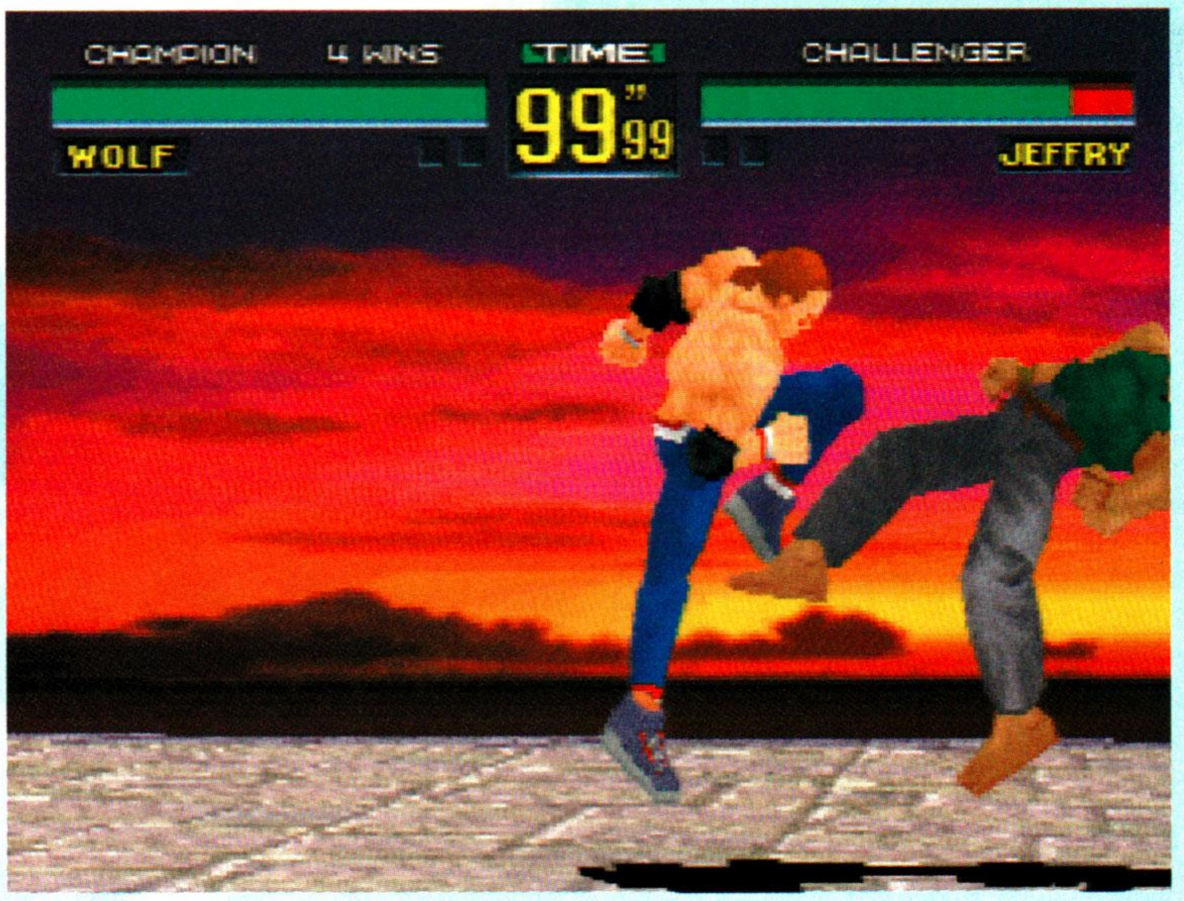
The giant swing move may be more spectacular to look at, but the splash mountain move (DF, **DF** - P+K) is easier to pull off and inflicts as much damage. Either throw can be used in conjunction with a punch. The timing is important here, but practice makes perfect.

Throw an everyday, normal punch.

*Splash mountain (DF, **DF** - P+K) is the easier option but the giant swing (B, BD, ,D DF, F - P) is more spectacular.*

WOLF'S TRIPLE-HIT COMBO

Wolf's cumbersome nature makes it difficult to master defensive play. This triple-hit combo offers little chance for counter-strikes and attacks on three different levels.



Start with a normal standing punch... Move swiftly into a crouching punch... And finish off with a knee blast (F - P)

THE ART OF COUNTER-STRIKES

Wolf isn't renowned for combination attacks, but his knee blast can be used as a counter-strike to "float" an opponent, leaving them open to a combination attack. Here's an example that's extremely difficult to master.

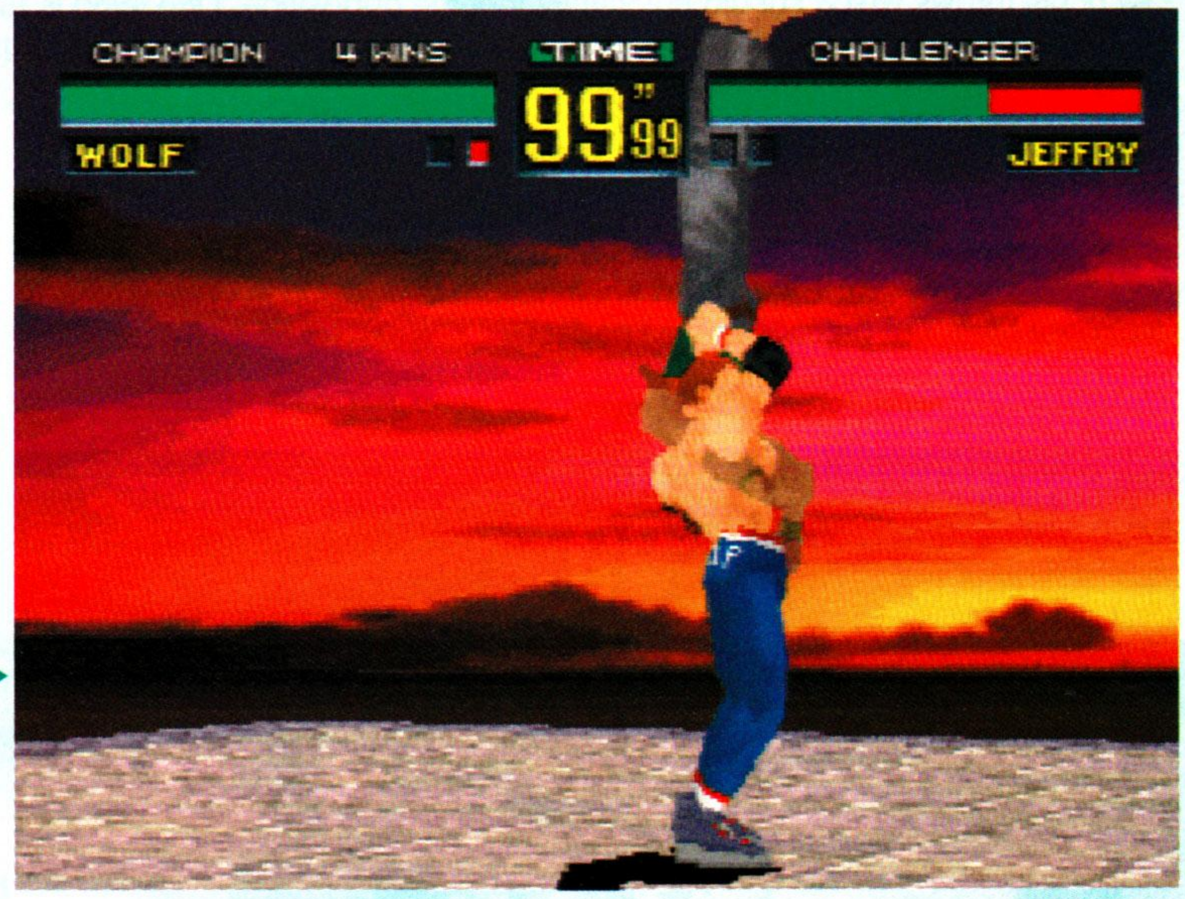
Open with a counter-striking knee-blast (F - K)..

Follow up the knee-blast with two punches the opponent should still be "floating".

Finish off with a shoulder tackle (B, F - P). Four hits and a possible ring out!

WOLF'S DOUBLE PUNCH/THROW COMBO

You need that split-second at close range to execute a successful throw. It isn't always that easily forthcoming either. This combination of blows might help your endevours.



Begin with a crouching punch - if your opponent has any sense, he'll crouch to block any other similar blows.

Execute a vertical uppercut (DF - P) - this forces your foe to stand.

Finish off with a throw (G+P). You need to master the timing of this move, but after a while, it should become quite an easy technique.

Super-FRENETIC 3D Virtua brawling! onslaughts and DEVASTATING counte

JEFFRY McWILD

Large, lumbering, slow and awkward to control - that's the basic summing up of Jeffry's capabilities. That is true to a certain extent, but like Wolf, he excels in the area of throws, inflicting hideous amounts of damage every time he successfully executes one. In fact, he has access to easier throws than Wolf and can also tag his hugely damaging throws into mini-combos. His backbreaker throw (P+G from behind) is perhaps the most excruciating move in the game.

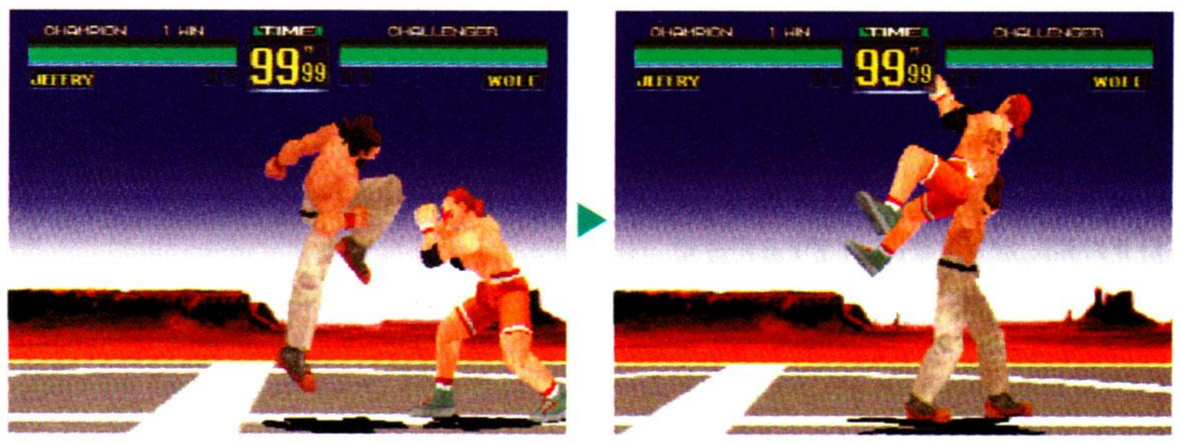
JEFFRY'S CROUCHING ATTACK

Jeffry, Wolf and Dural are the only characters in the game capable of throwing an opponent whilst they are crouching - a fact that can surprise the enemy during battle. This combo forces an opponent to crouch, with potentially devastating results.

The crouching punch in question should make your foe crouch down and guard... Thus leaving them open to a powerbomb throw (DF - G+P+K)

JEFFRY'S KICK/THROW STRIKE

Jeffry's knee strike is often effective, although wise players may manage to block the onslaught. If this is the case, it's relatively easy to follow up with a splash mountain attack (DF, **DF** - K)



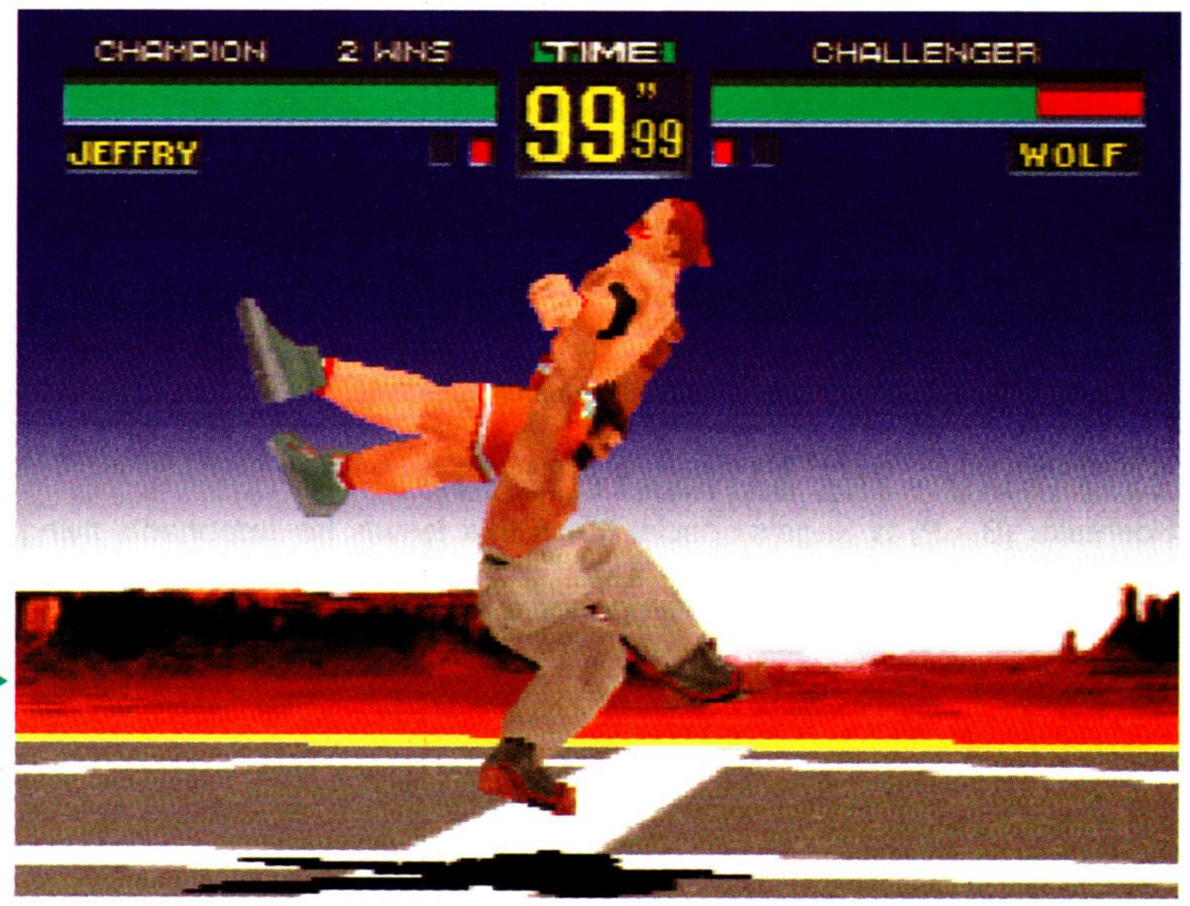
Splash mountain is one of Jeffry's most devastating attacks - learn it immediately!

A THROW FOR ALL OCCASIONS

This is an interesting Jeffry combination that you adapt depending on the actions of your foe. Crouching is often a defence to avoid a throw, but it's useless against Jeffry's pancratium skills. This combo is useful in that if you do not succeed in pulling off the throw, the chances are that a vertical upper (DF - P) will be executed instead, which is no bad thing...

Start your onslaught with a PP combination attack...

Should your opponent crouch, hit him with a powerbomb throw (DF - G+P+K)



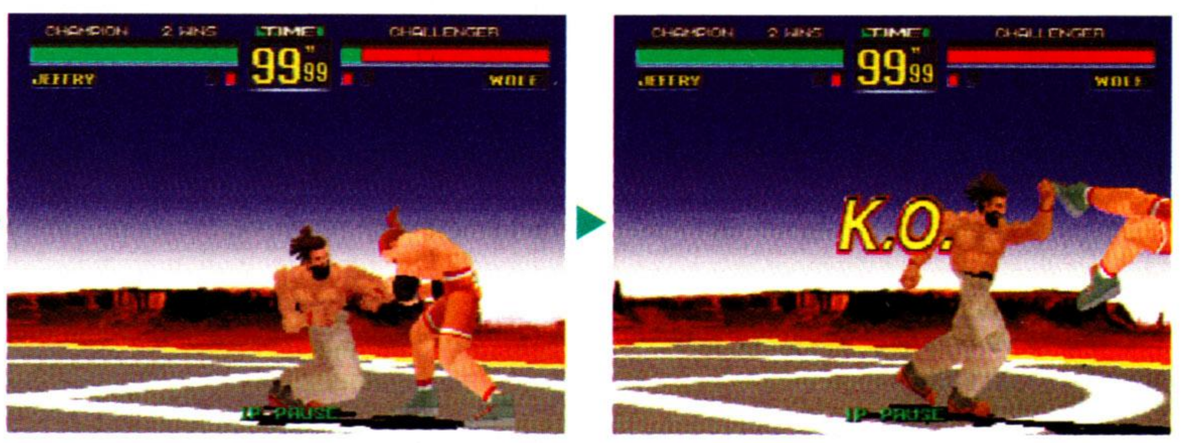
*Or if they elect to remain standing following the punches, engage splash mountain (DF, **DF** - P+K).*

JEFFRY'S COUNTER-STRIKE

Just like Wolf, Jeffry's knee kick can be used as a counter-strike to "float" the opponent. You know when a counter-strike has hit home because the sound effect is a lot louder than usual as the blow hits.

The knee kick hits home, "floating" the opponent in the air.

Add a single punch to the combination...



Before employing the long reach of the elbow upper (F, F - PP).

ombination strikes!!

You and I ar

KAGE-MARU

Kage is a strange amalgam between the characters of Pai, Lau and Jacky, sharing a lot of common moves with those fighters. Whilst other characters may specialise in a certain area of fighting (combinations, for example), Kage belongs in something of a grey area. His combos are perhaps the weakest in the game and his more advanced techniques don't seem to yield the same success as other characters'. However, he does seem to have a move for every situation - just be careful which one you choose. Some Kage moves take a while to recover from, leaving him open to deadly counterattacks from Akira and the combo-centred characters, or throws from Wolf and Jeffry.

RYUEI-KYAKU ATTACKS

The ryuei-kyaka is a low spinning kick that can be used to trip an opponent. Should they block, you're left wide open to a counter-attack, but the move does have other uses. Trip over an opponent and ryuei-kyaku can be used for a "free" hit.

A simple PK combo always sends Kage's opponents sprawling.

Execute ryuei-kyaku (F, F - K) for a free extra hit.

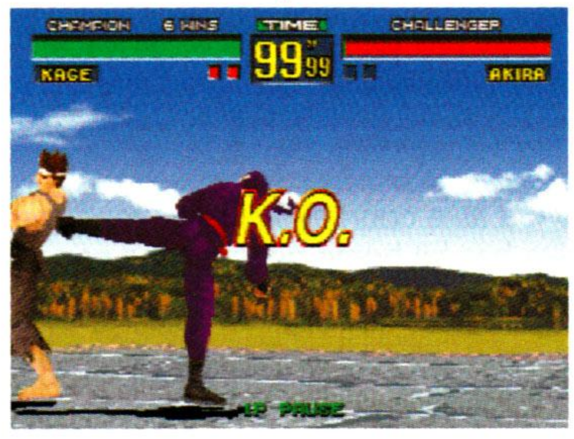
KOENRAKU - THE ULTIMATE THROW

Koenraku (B - P) is Kage's special throw that leaves his opponents flying helplessly in the air, leaving them wide open to a whole host of interesting attacks. Vary your attacks and the opponent will never know what hit him!

Koenraku (B - P) is easy to pull off at close range - particularly if your opponent has just missed a move.

Rairyu-hiso-kyaku (F, F - G+P+K) is a possible attack option and presents ring out opportunities.

A simple jump kick (U+K) is a clumsy-looking move that can be used to gain a cheap ring out.



A PPPK combo can be exceptionally devastating.

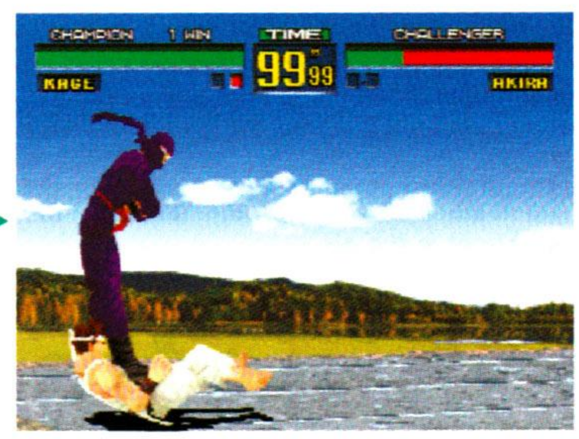
One of the most graceful attacks to use in this situation is a basic kickflip (BU - K)

POST-POUNCE KICKFLIP TECHNIQUES

Kage's pounce (U - P) attacks are very slow indeed, but he does tend to land on his feet, which gives you the opportunity to land a surprise attack. This works well against human opponents, although experienced players should be able to work out how to dodge it.

The pounce move (U - P) lets Kage land on his feet and also he usually ends up behind the opponent.

The positioning is weird, often throwing the opponent off-balance. Execute a kickflip (B, B -K).

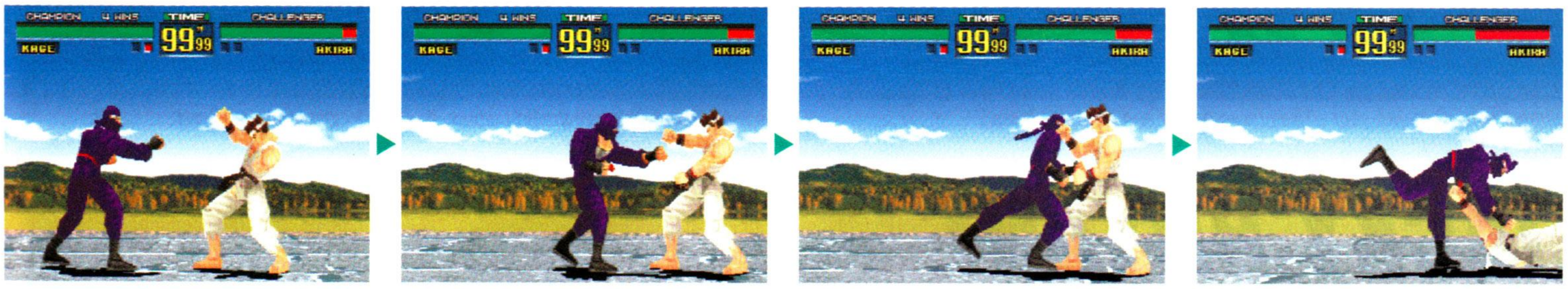


After the kickflip, feel free to pounce again (U - P) - the chances of you hitting this time are very high indeed.

n't FINISHED yet! I want a REMATCH!!

KAGE'S PUNCH/THROW COMBOS

If you want to get more damage out of your PPPK combos, replace the final kick with a throw. You should also be able to follow up with a pounce attack as well, if you're lucky.



Begin with either a PP or a PPP combo. When near, perform the throw....

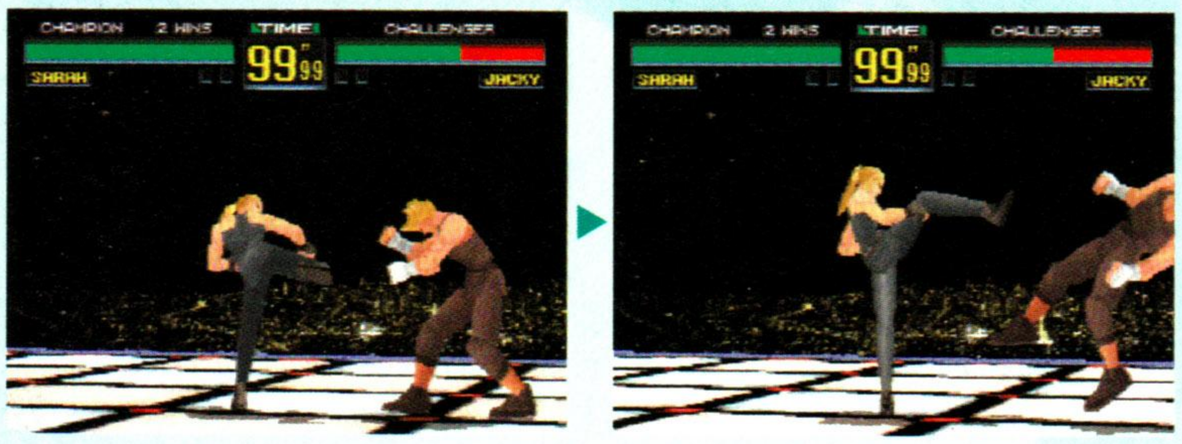
The throw in question (B, F - P) should be seamlessly added to the combo.

SARAH BRYANT

Like her brother, Sarah is a combination-oriented character, capable of incredible aggression. Like Kage, she has a move for every conceivable situation and her combos have a very high success ratio - which makes her a stunning fighter in terms of offense and counter-attacks. Comparisons with Jacky are inevitable. Sarah is far easier to master (and thus more predictable an opponent in Versus Mode) and seemingly less "mechanical" in her moves than Jacky is. Sarah's triple-punch/kickflip combo (PPP, B - K) is incredibly powerful and takes her out of harm's way if it misses.

SARAH'S TWO-LEVEL KICKS

Sarah's jackknife kick (DF - K) is an elegant, powerful attack that often takes people unawares. The kick can be linked into a two-level combination attack which inflicts powerful levels of damage.

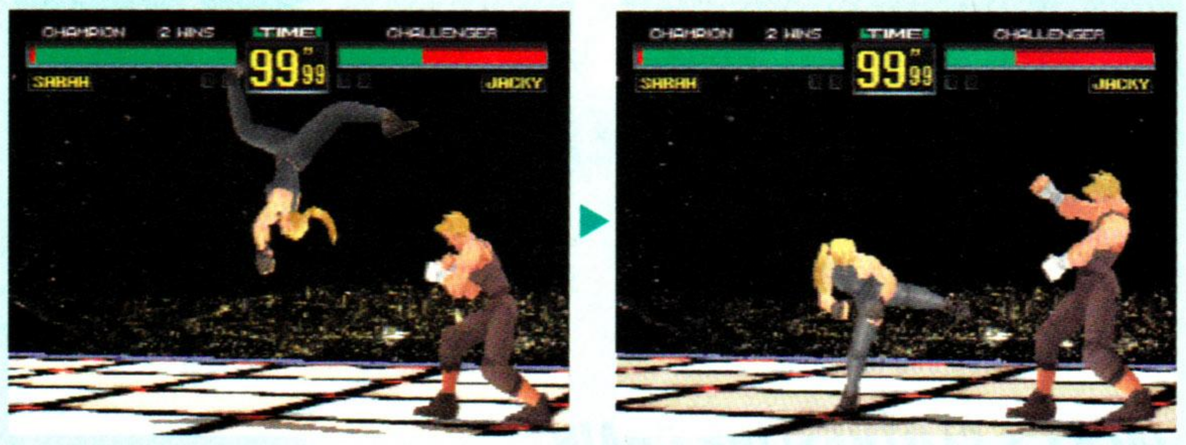


*Start the combo with a basic mid-level kick (**DF -** K).*

Immediately follow-up with a jackknife kick (DF - K).

SARAH'S KICKFLIP COMBOS

Sarah's kickflip (BU - K) is definitely the most powerful, versatile kickflip in the entire game. As an attack in its own right, it's very powerful, but easily blocked. So, you need a back-up plan...

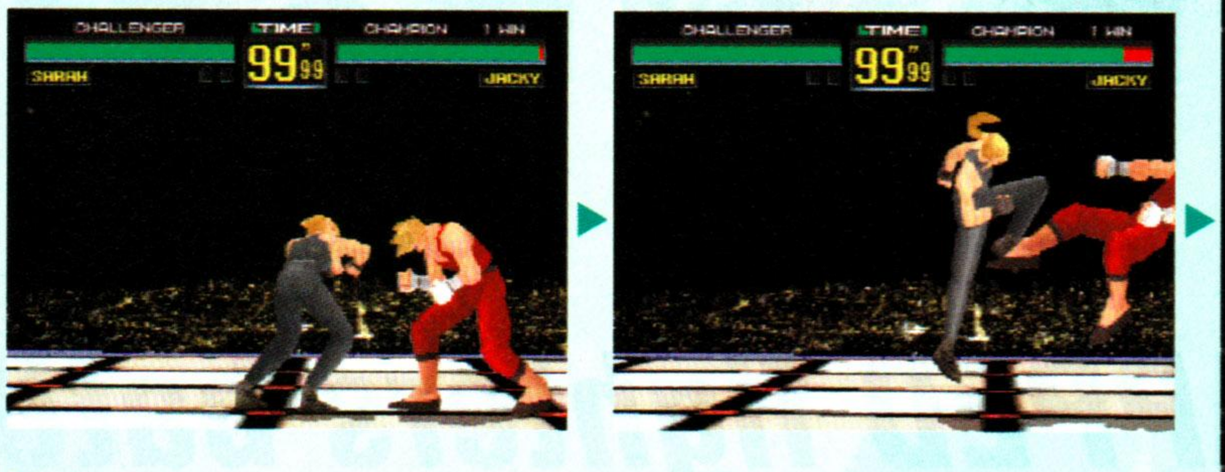


Should your kickflip (BU - K) fail to connect effectively...

Execute a leg slicer attack (D - G+K)

SARAH'S CHEAP RING OUT

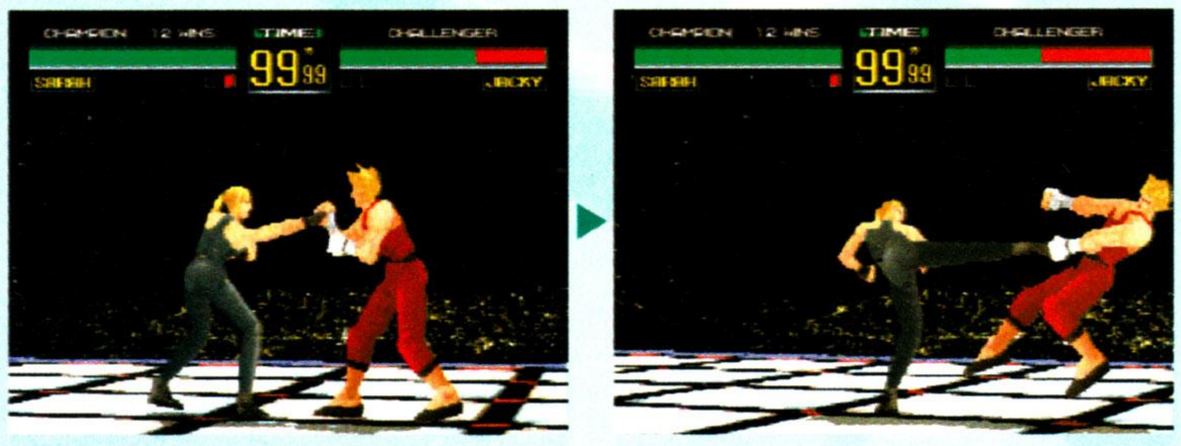
This combination works on just about everyone save Wolf, Jeffry and Dural. If you're near to the edge of the ring, the opponent suffers a ring out. It's very sneaky and rather cheesy to be honest, but you can't really argue with the results.



There is no doubt that the double-joint pad (F - P + K) is an excellent move, often catching your opponent mid-attack. Immediately after the two blows have connected, perform a crouching kick (D - K). It should tag your foe and send him flying an extra foot or so - straight out of the ring.

NEW SARAH PK DOUBLE

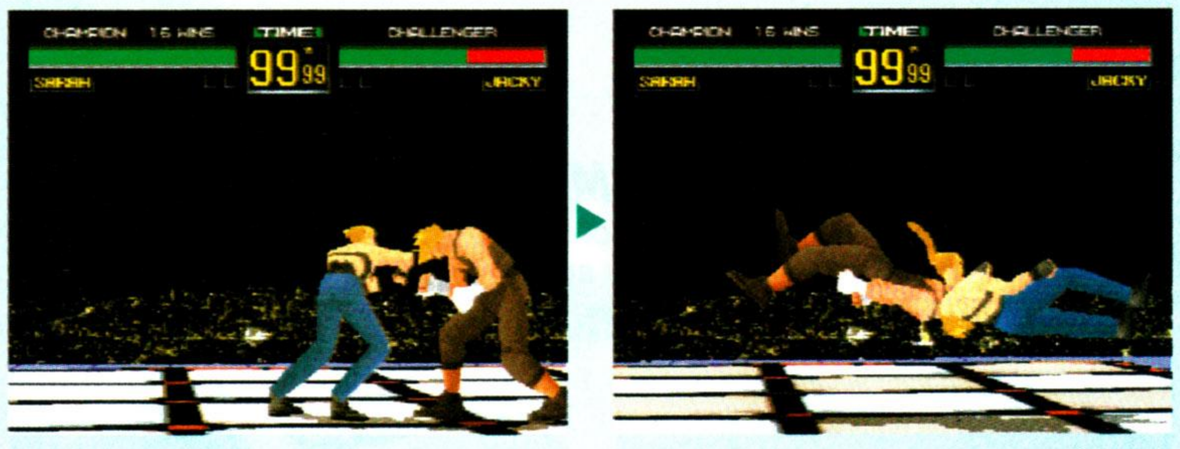
This PK combo is better than the average attack in that it strikes on two levels - high followed by medium. Excellent stuff.



Although PK combos are well worth learning, it's best to adapt them as Sarah demonstrates here. It makes your strikes more potent and less blockable.

ELBOW/CLOTHESLINE COMBO

The clothesline attack (F, F - P) has one of the greatest ranges of any throw in Virtua Fighter. Use it concert with other moves.



The clothesline is most effectively chained with two elbow strikes (F - P), although if you get close enough with the first elbow, it's best to throw straight away.

JACKY BRYANT

Jacky is the big favourite in Virtua Fighter (although Lau and Sarah are a lot better), mainly down to his diversity of combination attacks. It's recommended that you learn the complete list of Jacky moves from the manual before attempting these advanced techniques - the fact is that these tactics are meant to take your opponent by surprise, so fit them into your conventional attack patterns. Jacky's main advantage in these advanced techniques is that often he's attacking at multiple heights, so even if your foe is guarding well, it's difficult for him to avoid all hits.

JACKY'S SPINNING KNUCKLE

Jacky's spinning knuckle is one of the fastest moves in the game, although it doesn't appear to have much real use. Wrong.

The key is to change the height of your attack extremely quickly. The lower spinning knuckle is best equipped to do this (B, D - P). It sets you up for any one of the following moves.

F, F - K produces this toe punt.

Follow up with a clothesline (F, F - P).

Most devastatingly of all, a kickflip (BU - K)

Or execute a double punch, elbow (P, P, F - P).

JACKY'S CLOTHESLINE CHAIN

Like Sarah, Jacky's clothesline strike (F, F - P) has sufficient range to enable it to be strung into combinations.

Begin with a PP combination...

Strike with an elbow (F - P)

Clothesline to finish (F, F - P).

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REMIXED edition of the classic AM2 t

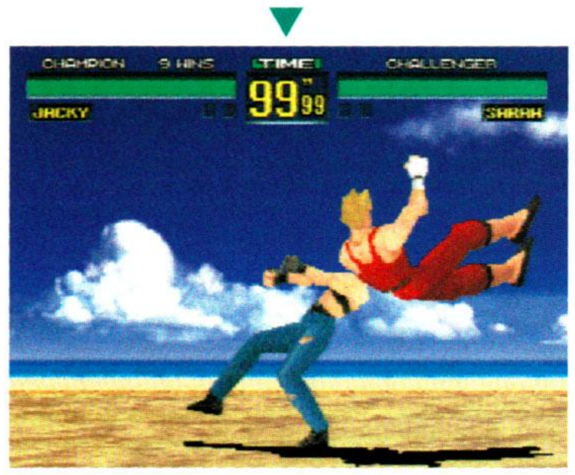
JACKY'S KNEE COMBOS

Jacky's rising knee sends his foes flying into the air if it's performed correctly - and in the air is just the right place for a well-timed attack. Once the opponent is "floating", they're helpless.

The rising knee (F - K) in full effect.

The kickflip (BU - K) inflicts evil amounts of damage and is virtually unblockable if the knee connects properly.

A double punch, elbow combo is a good alternative (PP - F - P)



If they block the knee, they're instantly vulnerable to a clothesline (F, F - P)

VIRTUA CODES

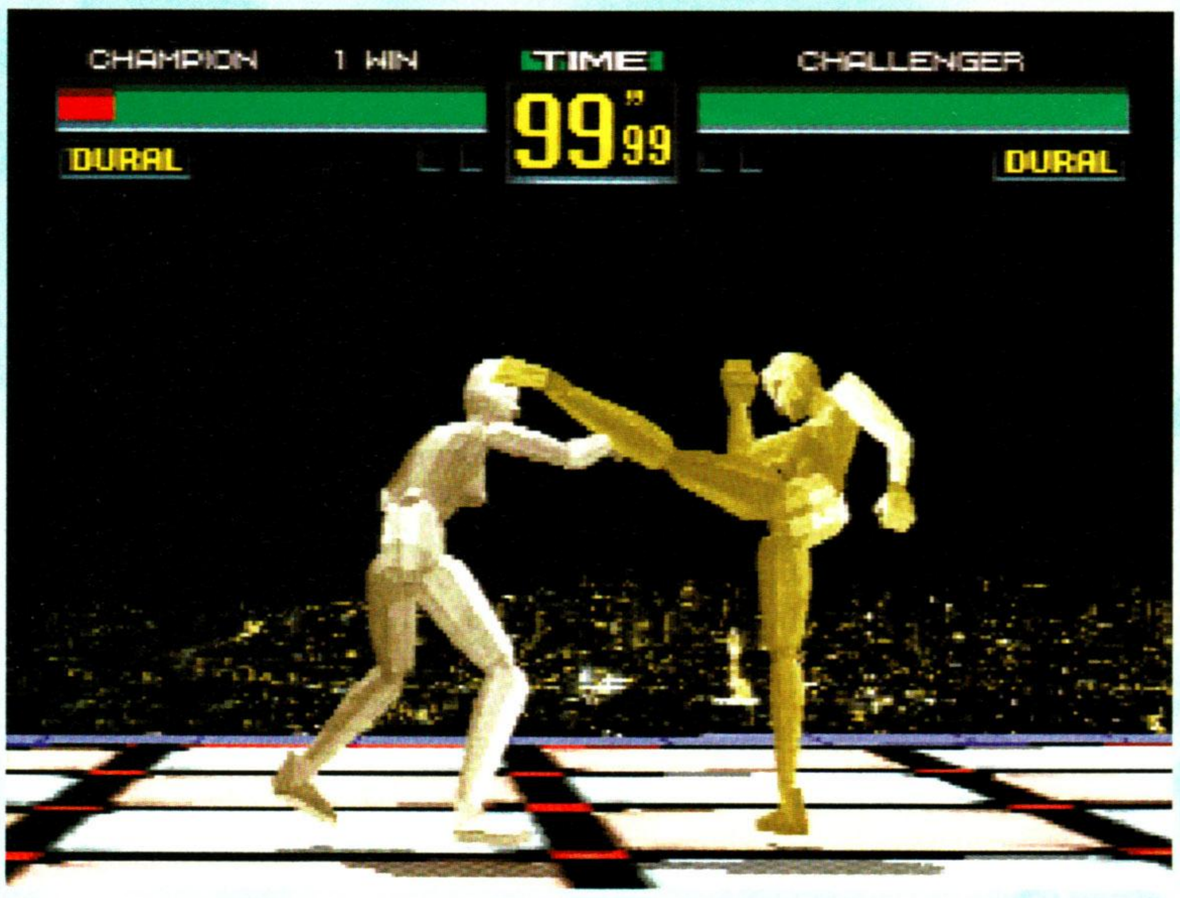
Here follows a complete list of Virtua Fighter codes. Be aware that they work on all Saturn versions of VF - official, import, remixed or otherwise.

CONTROL DURAL

To access Dural, press down, up, right, button A and left together on the fighter select screen. You'll hear the laser effect from the sound test and the J6 robot is yours. Both players can do this for Dural vs Dural action. Or alternatively, you can use the versus cheat to the right.

Dural is apparently a robot based on Kage's mother, which explains why so many of the ninja's special moves are incorporated in the design. A lot of Akira's moves and Jeffry and Wolfs' throws have also been included.

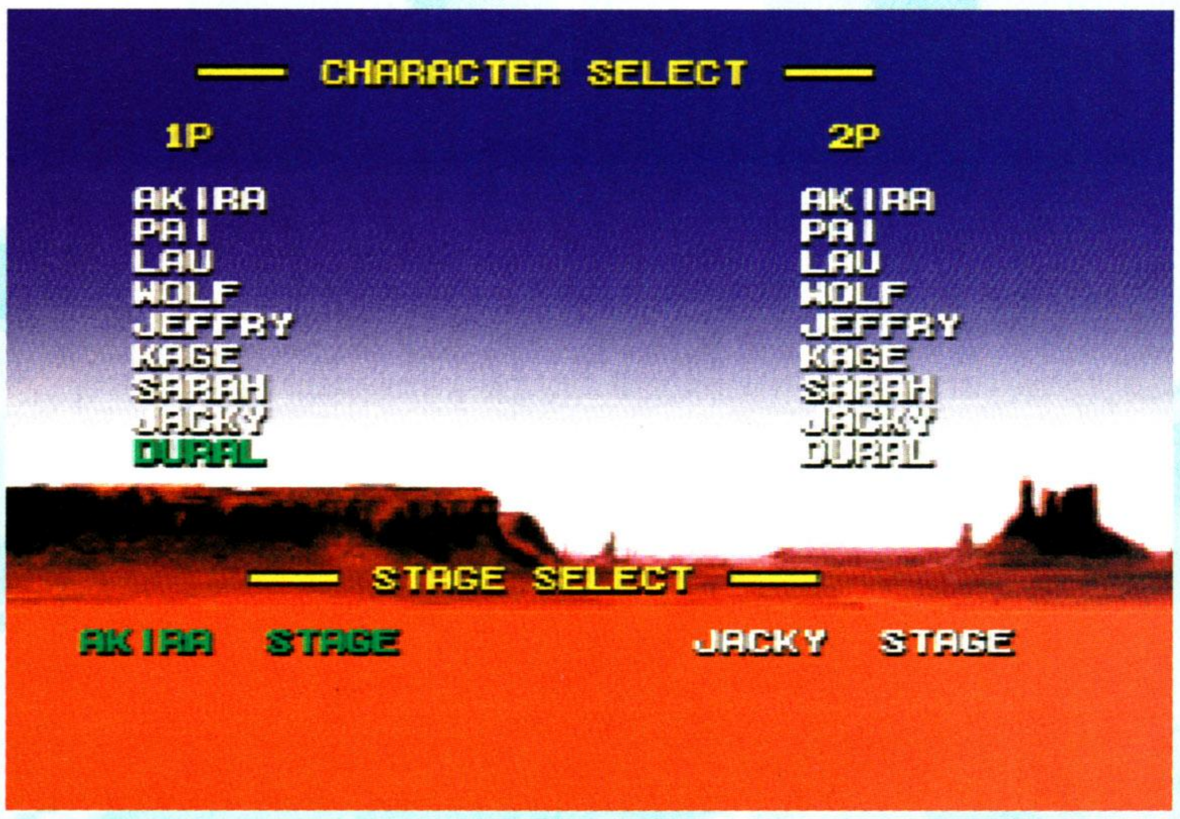
All of these moves are executed in exactly the same way as you would do them with the original characters, so for example, Kage's kickflip would still be executed with B, B - K. Mastering Dural adds another level of challenge!



Dural special mode action! In this versus shot, both players have opted to control the J6 syndicate robot. The second player gets to control a golden version of the machine.

SELECT DURAL ON HIDDEN VERSUS SCREEN

After a bout has been won in versus mode, press and hold the left shift and right shift buttons on the shoulder of the joypad. Here you can select the character you want (choose different clothing by using either the A or C button). You can add Dural to the list of characters by pressing up 17 times on the 'Press Start' title screen and then selecting the options screen before returning to the main game.



RING SIZE AND LEVEL SELECT

On the 'Press Start' title screen, press up twelve times. Go to the options screen and push down past the final option. Press A to access a new screen where you can alter the ring size and choose any level you want.

it out in the new e!!

THE ULTIMATE GUIDE TO THE GREATEST S
COMPLETE CODES LIST, TRACK DETAILS A
DAYTONA USA

Rated this month as one of the greatest Sega Saturn games money can buy, Daytona USA is an AM2 product with a superb level of depth. The Saturn mode features a whole host of different cars to find along with a total of four equine racers to control. The game also features the complete range of arcade cheats, along with a series of secret extras that truly boosts your Daytona enjoyment!

TRACK DETAILS

There are a number of different, intriguing features on the beginner and expert tracks of Daytona USA.

SHAVE SECONDS FROM YOUR BEGINNER LAP TIMES!

It's possible to get beginner lap times in the 15 second region by using this cunning short cut. After you complete a lap, position yourself so you drive directly towards the right-hand side of the pit-lane. It's essential that your right wheel covers the black line on the edge of the lane. Motor forwards at top speeds and reap the rewards.

DANCING JEFFRY

The Jeffry statue on the expert track can be made to "dance" by repeatedly tapping the X button whilst in the statue's immediate vicinity.

GA SATURN ROAD RACER!!
D FULL-ON CAR PROFILES!!

SEGA SATURN™

FAST START
Keep the brake button depressed while the starting light appears and rev the engine to around 7000 on the counter. Just when the lights go green, release the brake button and you should rocket off at speeds of rolling start proportions. Well, almost.

SLOT MACHINE EXTRAS
The Million Slot Arch on the beginner track of Daytona USA offers some scope for cheating action.

SLOT 7-7-7
Press the X button on your control pad to stop the reels on the Million Slot Arch. Get three sevens to gain an extra seven seconds in arcade mode. In Saturn mode, you get a noise but no noticeable extras.

SLOT BAR-BAR-BAR
Using the same techniques as described above, you can gain an extra five seconds by stopping the reels to read BAR-BAR-BAR in arcade mode only. Pretty useless really as there is more than enough time already.

THE EXTRA CARS
In Saturn mode, you're given two extra cars for every course you successfully complete in one of the top positions. Daytona Orange offers the best combination of manual gears, top speed and acceleration. The others might provide momentary distraction, but offer little else of consequence.

DAYTONA AUTOMATIC
Acceleration ***B***
Grip ***C***
Gears ***Automatic***
Top Speed ***315 km/h***
Bog standard automatic car from arcade mode.

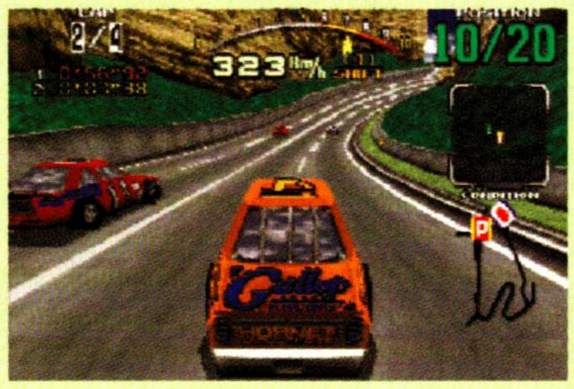
DAYTONA MANUAL
Acceleration ***B***
Grip ***C***
Gears ***Manual***
Top Speed ***325 km/h***
Bog standard manual car from arcade mode.

DAYTONA BLUE
Acceleration ***A***
Grip ***A***
Gears ***Automatic***
Top Speed ***305 km/h***
Slow but mobile. Instantly available in Saturn mode.

DAYTONA RED
Acceleration ***A***
Grip ***A***
Gears ***Manual***
Top Speed ***315 km/h***
Instantly available in Saturn mode. Good for advanced and expert tracks.

DAYTONA GREEN
Acceleration ***A***
Grip ***D***
Gears ***Automatic***
Top Speed ***325 km/h***
A reward for completing the beginner track in the top three places.

DAYTONA PINK
Acceleration ***A***
Grip ***D***
Gears ***Manual***
Top Speed ***329 km/h***
Great speed, no grip. Complete the beginner track for this car.



DAYTONA BLACK
Acceleration ***B***
Grip ***B***
Gears ***Automatic***
Top Speed ***315 km/h***
One of the best automatic cars. Complete the advanced track to get it.

DAYTONA ORANGE
Acceleration ***B***
Grip ***B***
Gears ***Manual***
Top Speed ***325 km/h***
The best all-round performer. Finish the advanced track to receive it.

DAYTONA CYAN
Acceleration ***C***
Grip ***B***
Gears ***Automatic***
Top Speed ***325 km/h***
A very fast automatic. Complete the expert track and it's yours.

DAYTONA YELLOW
Acceleration ***C***
Grip ***B***
Gears ***Manual***
Top Speed ***329 km/h***
An exceptionally speedy car. Finish the expert track and add it to your collection.

DAYTONA USA: THE CODES

There is a decent range of codes in Daytona USA that provide a whole host of interesting effects. None of them are truly outstanding or enhance the gameplay in any major way, but they're certainly interesting.

ALL CARS WITH ONE CODE

Gain every extra vehicle in Saturn mode (bar the last two horses) by entering top-left on the D-Pad and hold down A, B, X, Z and START. Enter this code on the Daytona 'press start' screen.

MANIACS MODE: THE ULTIMATE CHALLENGE!

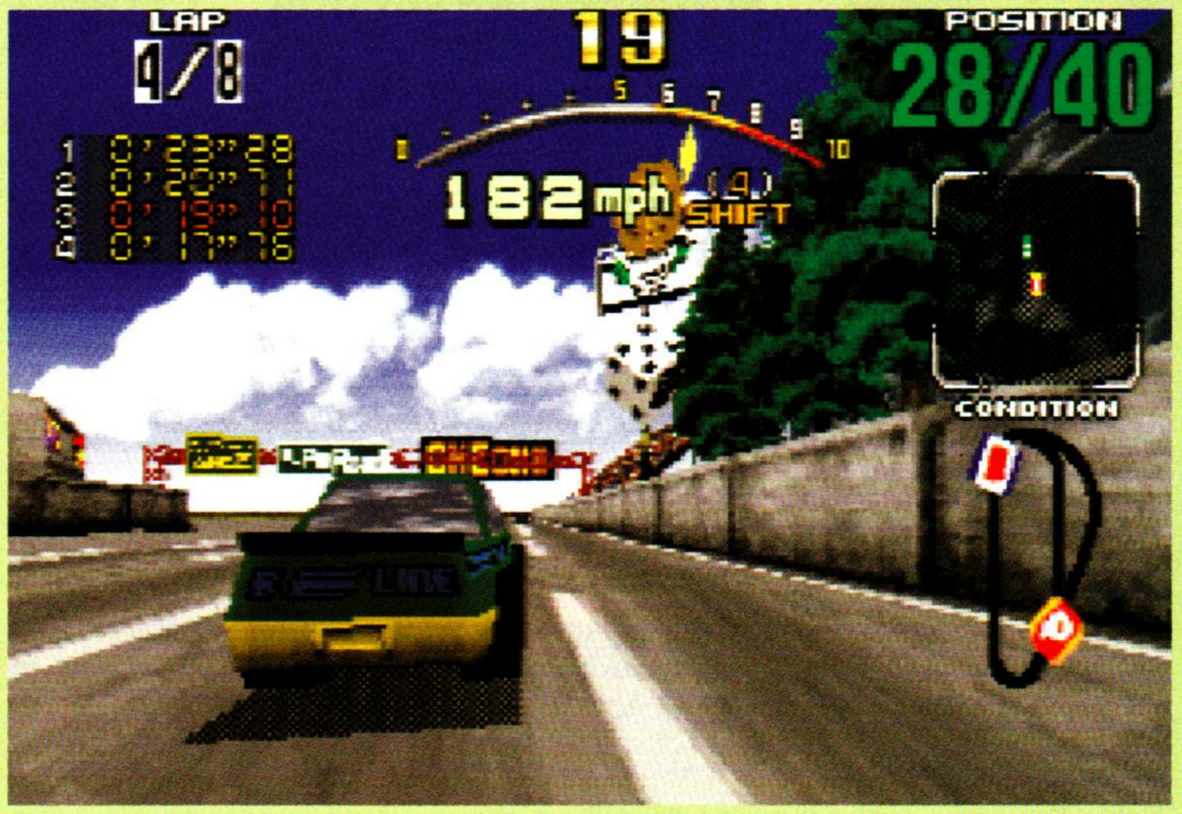
Go to the Daytona screen (which says 'press start') and press B to return to the white Sega screen. Press up, up, down, down, left, right, left, right, A, B and then C. You'll hear a chime that signifies that the maniacs mode has been engaged. Start the game as normal and you'll notice a small M in the top-left hand corner. Prepare yourself for the ultimate test of your abilities.

NO TYRES ON DEMO MODE

Enter the pits on the beginner track and press A, B, C and START together when the pit crew remove your tyres. On the demo mode, your car no longer has tyres! Pointless, yet slightly amusing.

ENGLISH TEXT AND MPH COUNTER

For English text and a MPH counter in the game, hold down X, Y and Z on pad two on the Daytona screen (which says 'press start'). Press start with pad one for the goods.

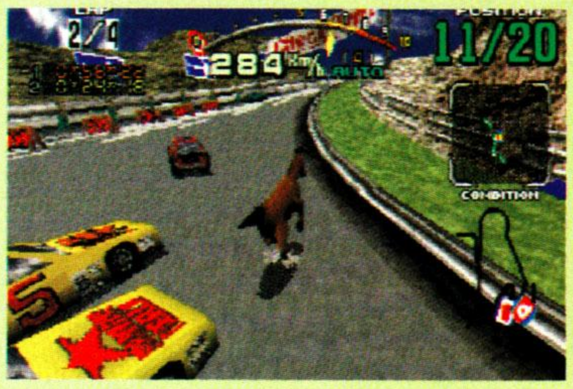


THE DAYTONA HORSES

To gain the first set of horses in Daytona USA, you need to have the options on their default settings, after which you should come first on every single track in Saturn mode. It doesn't matter at all which cars you use to do the job just finish the races in the number one position.
Scroll along the car select screens and you should come to Daytona Uma(on Japanese versions) or Horse (on American or UK games). There are two horses - manual and automatic versions!
The horses are neither the fastest or most controllable "vehicles" in the game, but they don't tend to skid on grass, which does have its advantages.

DAYTONA HORSES: THE SEQUEL

There is an extra special hidden set of Daytona horses which can only be accessed by true masters. After you have gained the first set of horses, turn the race option to endurance. Now complete any one of the three courses with either of the horses. After you've completed this sizeable task, the second set of horses are yours.

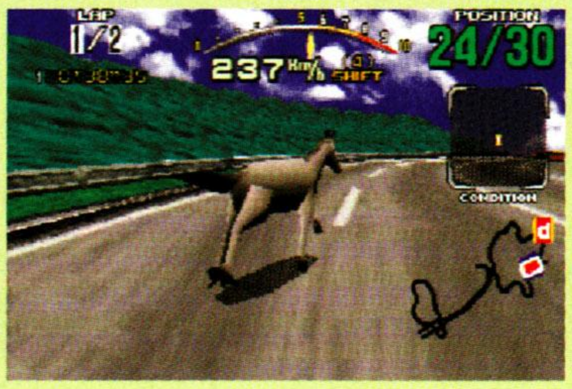


BROWN HORSE

Acceleration ***A***
Grip ***C***
Gears ***Automatic***
Top Speed ***305 km/h***
Included more for the novelty factor than anything else.

BROWN HORSE 2

Acceleration ***C***
Grip ***D***
Gears ***Automatic***
Top Speed ***325 km/h***
More speed, more novelty factor, little actual use.



GREY HORSE

Acceleration ***A***
Grip ***C***
Gears ***Manual***
Top Speed ***315 km/h***
Slow and difficult to control. But quite amusing in the short term.

GREY HORSE 2

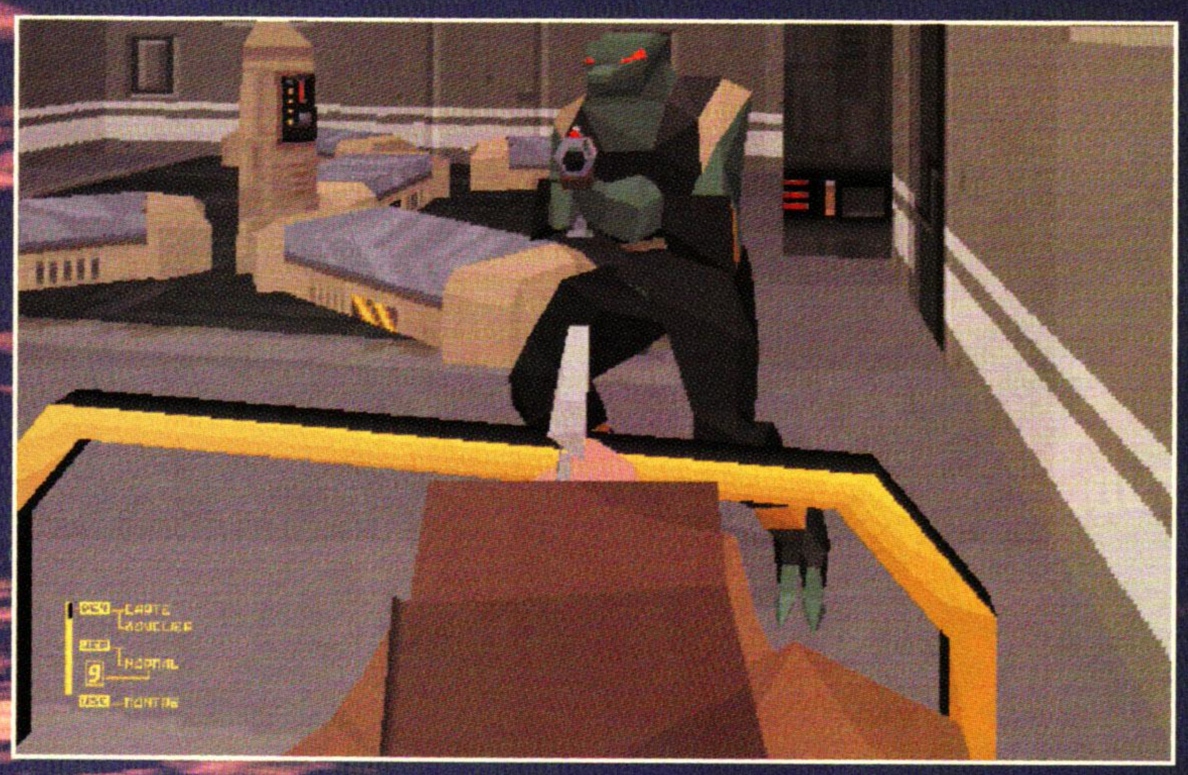
Acceleration ***C***
Grip ***D***
Gears ***Manual***
Top Speed ***329 km/h***
The fastest thing on four legs, but ultimately pointless.

Out on the 15th of every month

Don't miss it!!

Superlative 3D action from DELPHINE stunning FLASHBACK sequel!!

DELPHINE GAINED MUCH CRITICAL SUCCESS FOR THE CONSOLE AND COMPUTER CLASSIC FLASHBACK!! NOW, CONRAD HART IS BACK IN WHAT COULD WELL BE THE MOST INCREDIBLE PC CD-ROM RELEASE OF THE YEAR!!



Over here in the UK, French games don't usually go down very well with the gaming public. Most of the time, continental games prove to be a bit too "weird" for the average British gamesplayer. The game to change all that was Delphine's Flashback, which proved to be one of the most enjoyable platform games ever devised. Coupling awesome animation with incredible sprites and backdrops, it was an instant classic. Three years later on and PC owners get to sample the sequel first (before it is ported onto Sony PlayStation). And it is totally brilliant.

Delphine have taken Flashback and totally ripped up the original concept, instead coming up with an excellent new third-person perspective 3D system that looks and moves extremely realistically. Gone are the impressive rotoscoped sprites of the Flashback. In its stead Delphine have employed the use of advanced motion capture technology, which means that the game's hero, Conrad Hart, looks ten times more realistic than in his debut title.

The plot follows straight on from Flashback. Once again you're in the shoes of Conrad Hart, who is now a member of a resistance organisation dedicated to bringing down the alien menace of the Morphs. These creatures can take on any appearance that they desire and are an aggressive, war-like species intent on universal domination. Conrad's efforts in Flashback only temporarily defeated the Morphs, and in the time period between the last game and Fade to Black, they have become a far more powerful force in the galaxy.

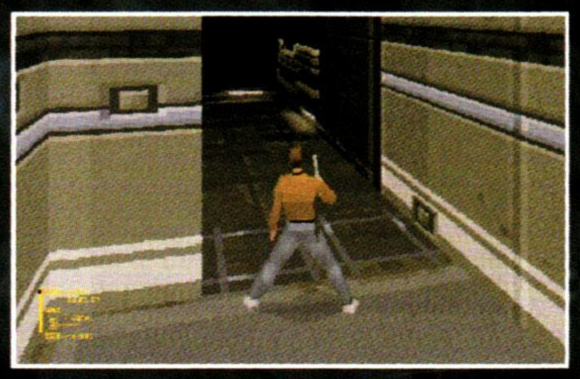
The resistance campaign is gaining momentum and the organisation's enigmatic leader, Sarah, is planning a series of preemptive strikes on key Morph strongholds. You, as Conrad Hart, are instrumental in the successful completion of this mission - and hence the freedom of the entire galaxy.

n this

FADE TO BLACK

New control method makes CONRAD t
3D ADVENTURE character ever!!

FADE TO BLACK HAS ONE OF THE MOST COMPLICATED CONTROL MODES SEEN IN AN ACTION GAME!!
MASTERING ALL ASPECTS OF CONRAD'S CAPABILITIES IS ESSENTIAL IN BATTLING THE MORPHS!!



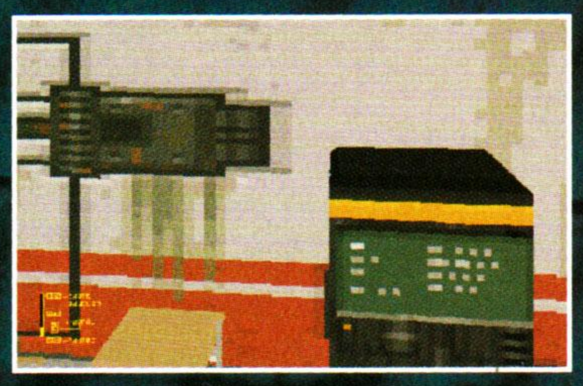
e most versatile

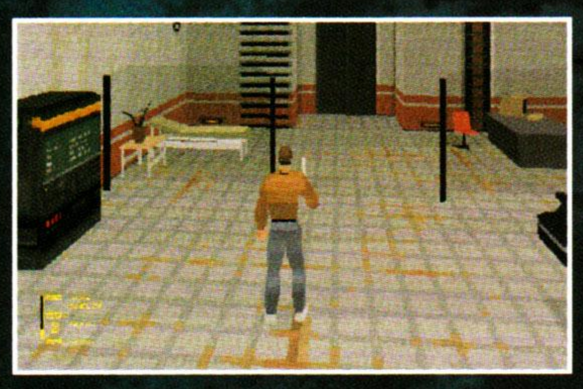
FADE TO BLACK

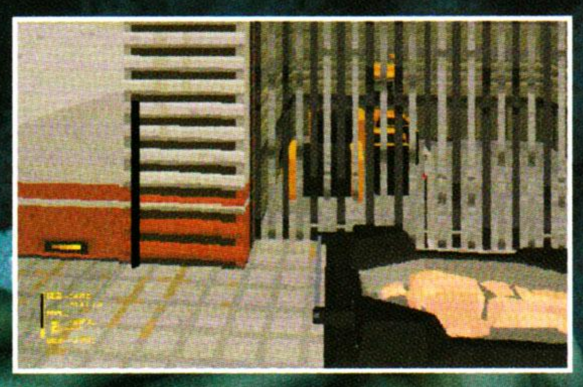
With its multiple control modes for keyboard, mouse and joystick users, there is little doubt that Fade to Black is quite a difficult game to get the hang of. Conrad is armed with a whole range of superbly animated moves - all of which have great use in the adventure ahead. On these pages, you'll see just about the entire range of moves at your disposal, along with a basic outline of what it is used for and what advantages it brings you in your quest.

There are a lot of keys to master and it must be said that the action can become quite confusing if you're having trouble remembering which button does what. Keep at it though

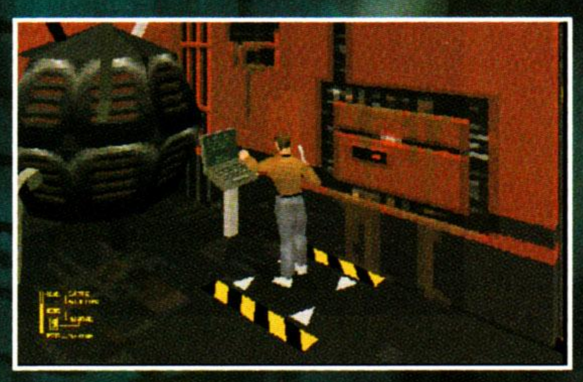
and you'll soon get the hang of it.
Obviously, running is the most common movement that Conrad undertakes in this adventure. The movement is achieved by using the cursor keys, mouse icons or the joystick. This is by far the quickest way of getting around in Fade to Black, although obviously it won't do for some of the sections where precision footwork is required.
At these points, it's best to hold down the shift key, which slows Conrad's movement down to single footsteps. Use this in conjunction with the left and right buttons to perform sidestep movements. Doom veterans should be aware of how important the sidestep action is and indeed, it can be used almost identically in Fade to Black's combat situations. Also helpful in these circumstances are the 4 and 6 buttons on the numeric pad - these cause Conrad to look left and right.

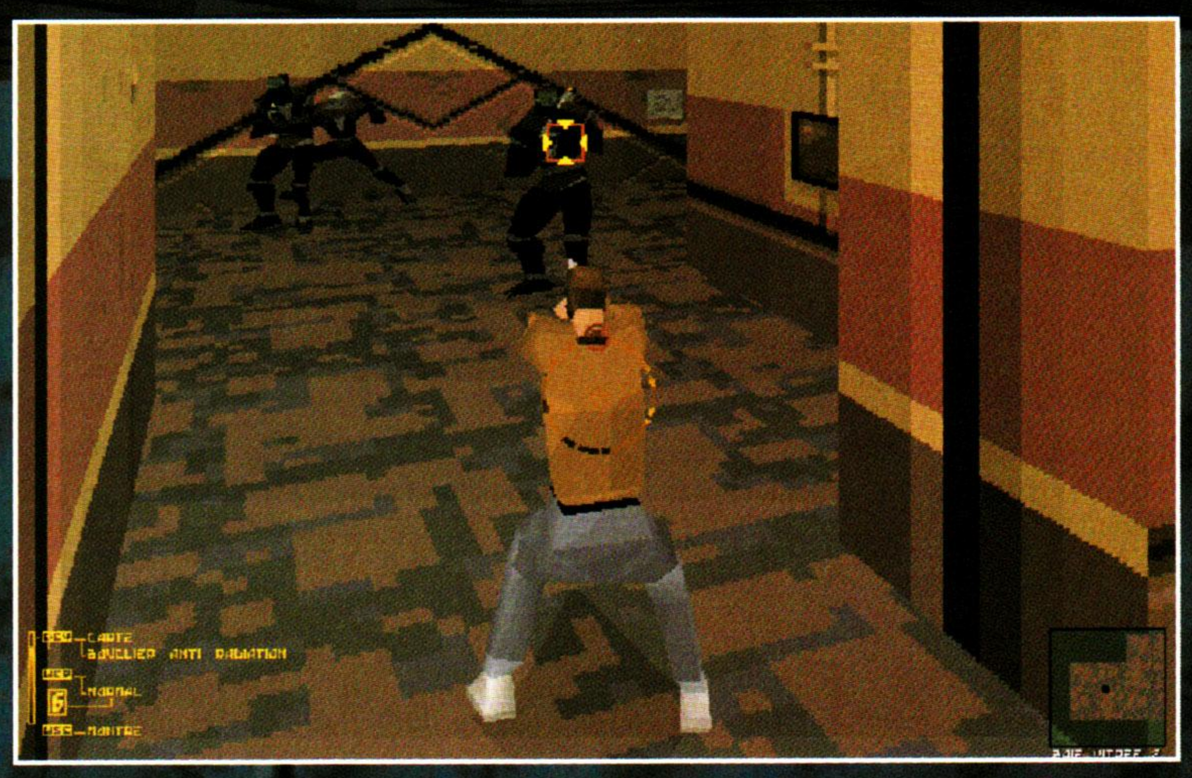


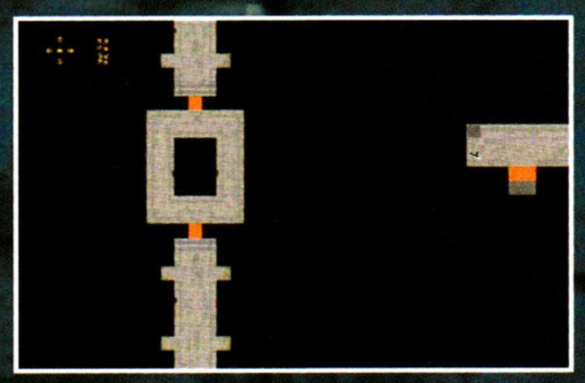




When the going gets tough, you need to make use of your weaponry. Pressing the AltGr key takes you into firing mode, moving the perspective to allow you to line up your shots. Firing is achieved with the right ctrl button. You have nine bullets in the average clip and you can reload by using the main enter key.
Again mirroring Doom, the space bar is used to open and use objects, such as switches, computer panels and cabinets (which may contain useful items). Pressing I brings up your inventory and allows you to examine the objects you've collected. It's also here that you can read the various communiques sent to you by your resistance chums.



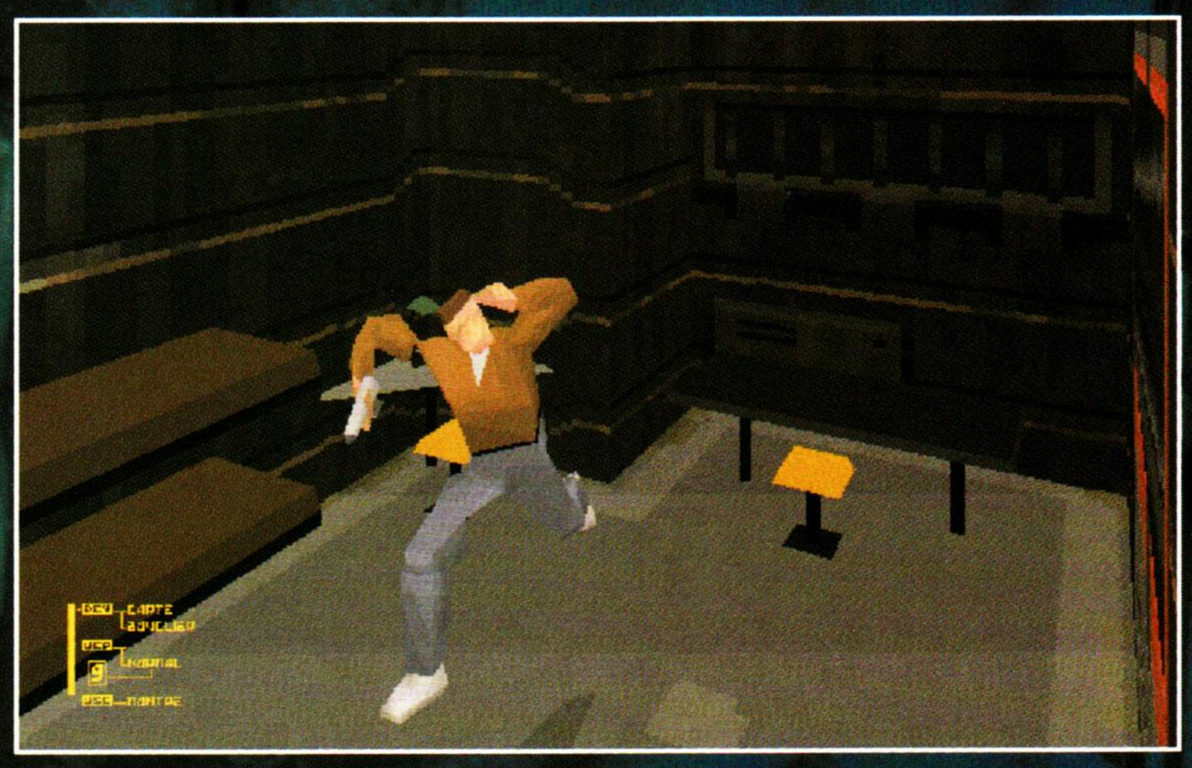


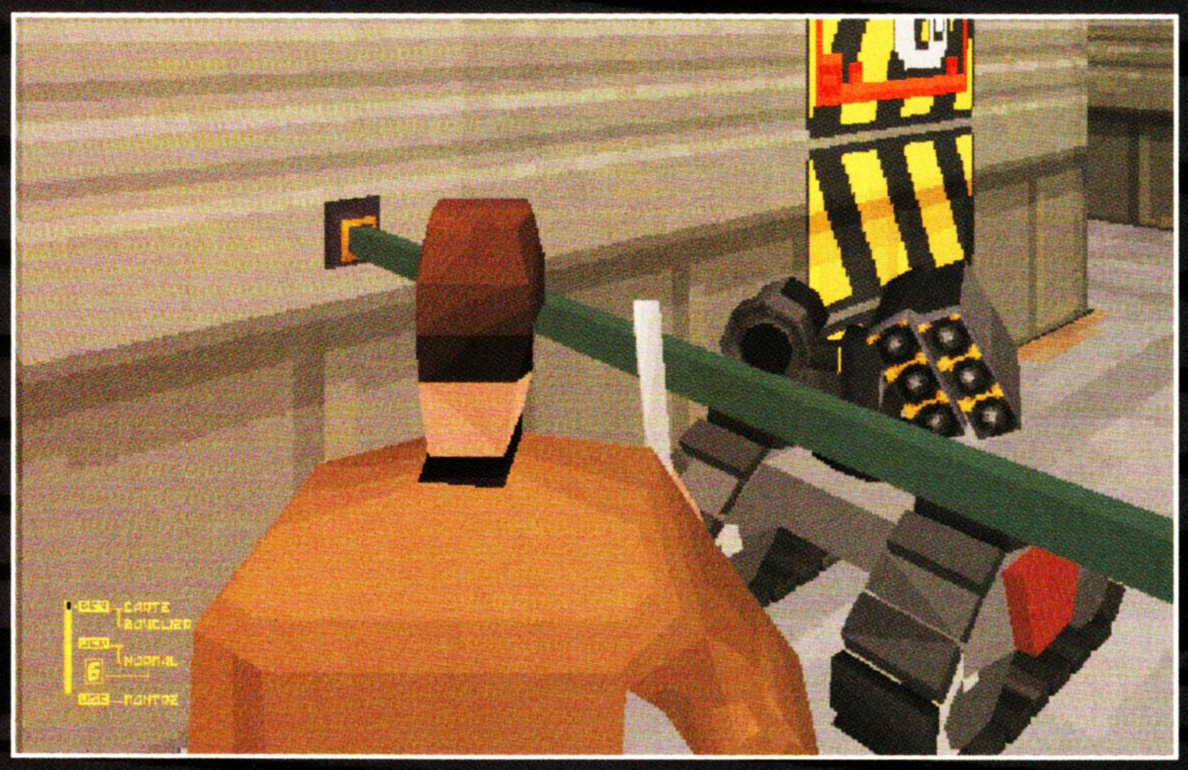


As Flashback veterans will know, Conrad Hart is something of an athletic sort and this has made its way into Fade to Black. Quite often in later levels, you'll find yourself making good use of the jump key (J). Whilst not as flexible as in Flashback (you can't run and jump), it's just as essential on some stages.

The game keeps a track of the progress you make in each level, which you can access in map mode (5 on the numerical keypad). Once again reflecting Doom, it's possible to collect an item that shows exactly where you haven't been. These areas on the map are a darker shade, making them easy for you to locate.

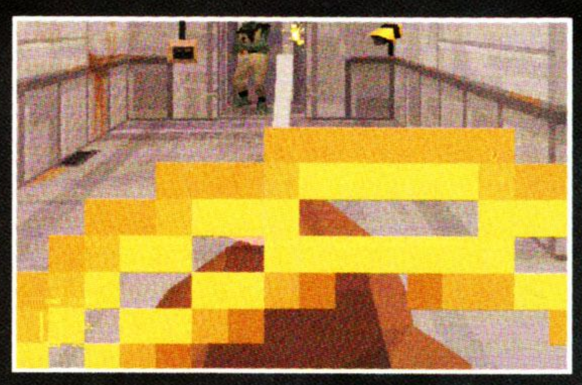
The key to survival in Fade to Black is to make sure that your shield generator has plenty of energy. Every hit from an enemy laser cannon or Morph sidearm drains off precious energy.
At certain points in each level, you'll find recharge pads that levitate Conrad and totally replenish all spent shield energy.
Be aware that the Morphs know of the pad locations and tend to defend such areas well - and regularly despatch reinforcements.

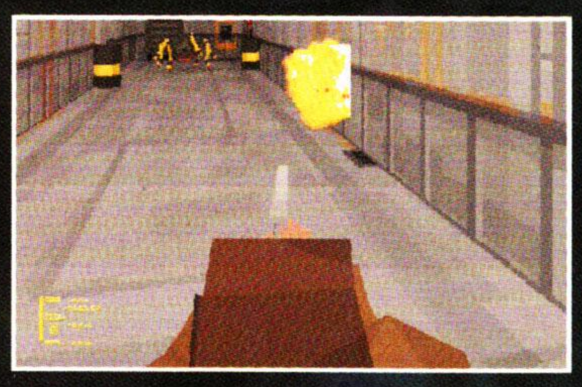




CONRAD HART'S SPACECRAFT IS CAPTURED IN DEEP SPACE BY A GARGANTUAN MORPH BATTLE CRUISER!! THE FIRST STAGE OF FADE TO BLACK SEES CONRAD ORCHESTRATE HIS BID FOR FREEDOM...

The first level of Fade to Black is designed to be pretty easy, effectively giving novice players a chance to get to grips with this revolutionary new gaming experience. You start the game in the confinement area of the Morph space cruiser, with the objective being to break through to the hanger area. Here, you escape into space to meet up with the resistance movement.





The cell's locking system has been compromised, enabling Conrad access to the corridor outside. All of the other cells remain locked.

Conrad's first obstacles are two energy barriers that prevent progress - a sentry robot is here that takes pot shots at you the first chance it gets. Pressure pads are evident that turn off the energy fields, but it's impossible to get from the pad to the barrier it turns off - but maybe that sentry robot can help...

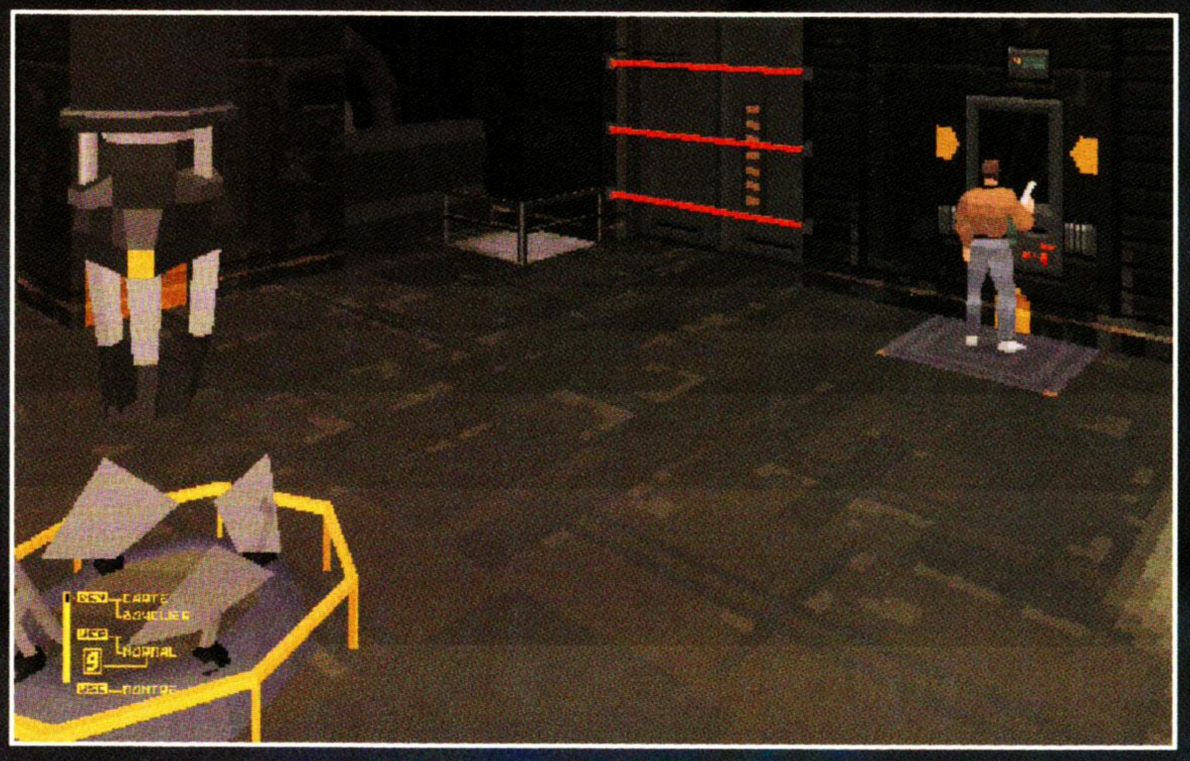
The action doesn't slow down after this point. Conrad makes first contact with one of the Morphs and must take it out in battle. However, the energy reserves of his shield generator are being depleted by a wall-mounted laser cannon. Effectively defeating this indestructible wall-fitting is the order of the day before taking on the Morph.

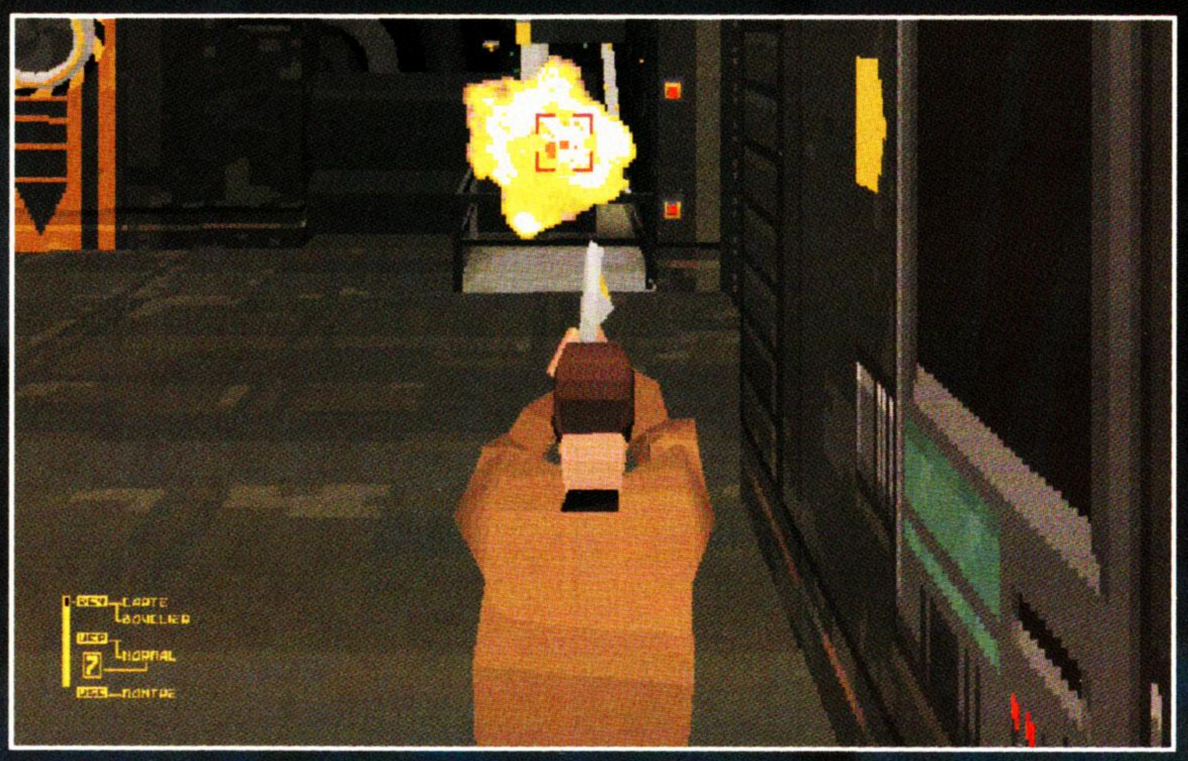
On reaching the next stage of the level, Conrad is faced with two different routes. Should he enter the mess area of the level, or check out the medical area? The former part of the stage enables Conrad to tool himself up with some useful mines, but also alerts security to his presence the moment he purloins the weapons. Still, there is a Morph masquerading as a chef for you to kill in cold blood.

Your resistance contact wishes you to collect a Medi-Cube and indeed, visiting the medical area is far more beneficial... if you get there. Before you reach the main infirmary, Conrad needs to do battle with a huge mechanical spider and also figure out a way to defeat another energy barrier. There is also a small matter of defeating a seemingly endless line of regenerating Morphs on the way there.

There's more Morph trouble in the medical area itself - in fact, one of the patients proves to be an enemy menace. With the Medi-Cube in his possession, Conrad's next port of call is the hanger, via a computer complex and cryogenics area. Here, Morph resistance becomes considerably more powerful. Using lifts Conrad is able to access computer terminals which give him codes that take him all the way back to the original medical area/mess junction. However, another lift now allows him to access the hanger area.

In the hanger, Conrad is attacked by a number of security drones. These small machines are fast and mobile, equipped with dangerous laser cannons. Duck behind some scenery



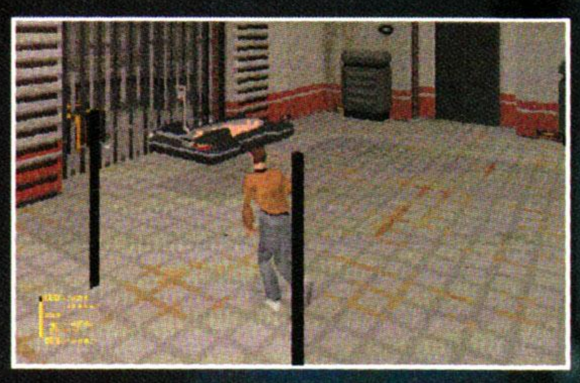


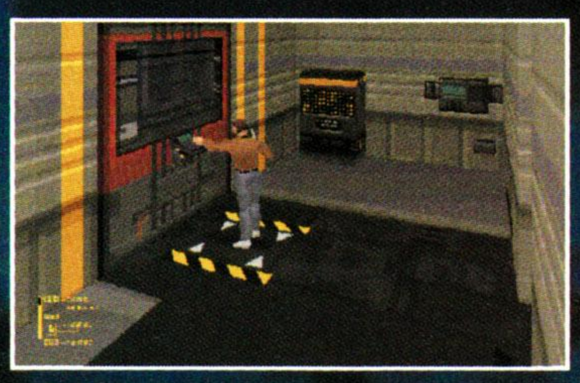
FADE TO BLACK

Take on MORPHS who could be hiding anywhere... as ANYTHING!!

and take them out before dealing with your next problem - a small matter of a locked door.

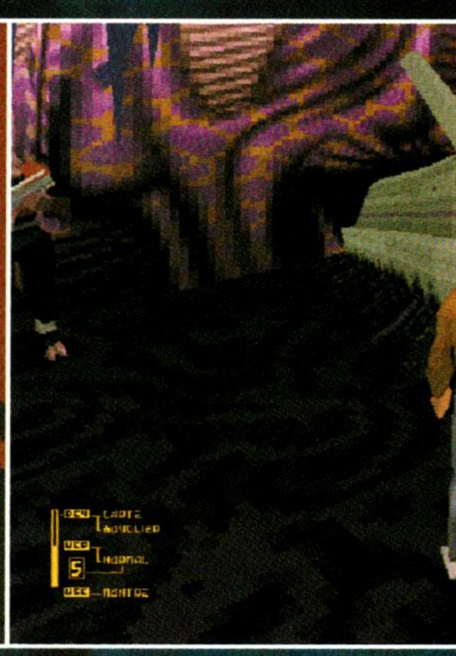
In this hanger, there is a supply car with its own rail - which goes straight through the locked door in question. The car has the security protocols necessary to open the door and leads Conrad through to the final room of the level - a huge, spacious hanger that houses the hero's captured spacecraft. Your resistance buddy is at the controls already and is waiting for your timely arrival.





THIRTEEN levels of action await in this GROUND-BREAKING game!!

LATER SECTIONS OF DELPHINE'S PC CLASSIC FEATURE SOME MIND-BENDINGLY AWESOME VISUAL EFFECTS, SHOOT-OUTS AND SPACECRAFT-BASED 3D ACTION!! IS THIS THE GREATEST PC ADVENTURE OF ALL-TIME?!



FADE TO BLACK

So far in this feature, we've shown you how Fade to Black controls and how to use those controls to take Conrad through the first level. These pages are a small preview of the many different stages awaiting players in this ground-breaking PC game.

In actual fact, there are 13 different areas of the game to explore, each becoming more and more taxing in terms of arcade combat and puzzle solving. The game also helps build up an excellent atmosphere with the inclusion of stunning full-motion video clips as well as a very realistic, believable sci-fi storyline packed with action, adventure, conspiracy and a shocking twist or two. Check out some of the other game features and ready yourself for the adventure of a lifetime!

3D SHIP SEQUENCES SPICE UP THE ARCADE ACTION!!

When you reach level six of Fade to Black, you're given access to a small one-seater spacecraft that you use to reach later stages. You control the movement of the ship as it travels across stunning-looking 3D terrain, blasting hostile aliens, and dodging hazards including sudden eruptions of flame.

This section of the game is a welcome diversion from the Conrad-based parts of the game and being roughly in the centre of the title's duration, arrives at just the right time to effectively give you a break from what you might have come to expect from Fade to Black.

A similar break occurs later when you take control of a more advanced attack craft wherein you need to deal with legions of enemy fighters in what looks like a 3D rendition of a more conventional shoot 'em up.

FURTHER MISSIONS FEATURE RESISTANCE GROUP STRIKES!!

The early stages of Fade to Black feature Conrad Hart taking on the Morph menace all on his lonesome, just as he did for the entirety of Flashback. However, in the sequel, Conrad is part of a team of resistance fighters. Later missions see Conrad acting as an integral part of the group in each assignment, adding further to the unprecedented realism seen in Fade to Black.

The best part of all this action is watching Conrad and his resistance friends take on a bunch of Morphs in a mass all-out battle! You really do get the feeling that you are taking part in some huge epic struggle - a feeling never really fully explored in videogames until now.

Delphine have effectively built up each of the characters during the game's duration, imbuing each of the fighters with their own distinctive personality. This is woven into the plot - could one of the heroes be a traitor? Worse still, could one of the core members of the resistance movement actually be a... Morph?

SUPER-REALISTIC GUN BATTLES!!

The programmers have done an excellent job of capturing the essence of a good old fashioned gun duel. Players are encouraged to make use of the scenery, crouching behind barrels and suchlike as enemy fire shoots overhead. Duck out of hiding and return fire whilst the enemy are reloading their cannons. This is exactly the sort of technique you need to learn in order to win battles with the Morphs and retain as much energy in your shield generator as you can.

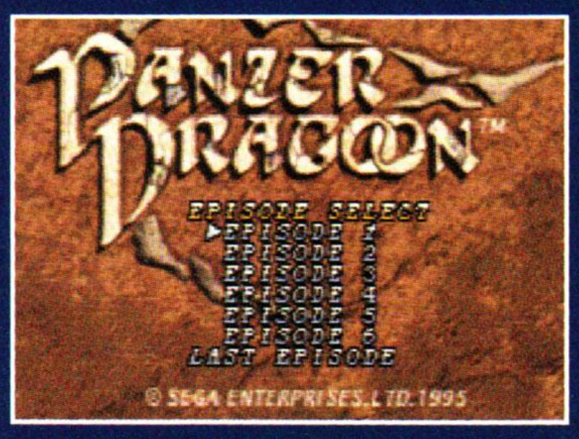
The alternative is just to soak up the damage of the Morph weaponry. This is fine if you're a gaming novice (and have set the difficulty level of the game to easy accordingly). However, this "tactic" just won't work on any level higher than this. The recharge points just aren't that easy to come by and you really have to fight hard to conserve those supplies of shield generator energy.

PANZER DRAGO

What is most surely the most impressive Sega Saturn shoot 'em up has finally been granted an official European release. Although initially a bit too easy for our liking, it turns out that completing the game on hard mode and exploiting all of these cheats is the real challenge! Here, collected for the first time, is the entire range of Panzer Dragoon hidden features. Unless otherwise indicated, all codes should be entered on the difficulty setting screen. "L" and "R" mean d-pad left and right, "Ls" and "Rs" mean the Left Shift and Right Shift buttons on the shoulder of the joypad.

STAGE SELECT - UUDDLRLRXYZ

Opens up every stage in the game. Choose where you want to go with but a few button presses. You get the level select menu (below left) on the last button press and you can even skip to the final boss (below right).



DRAGON ONLY - LLRRUDUDLsRs

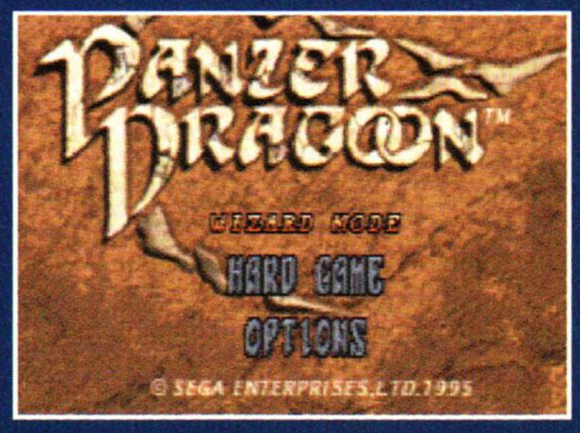
This is probably the most difficult code to execute as before you even try the button combination, you need to have finished the game in EASY mode with a 100% hit rate on each level. It certainly isn't easy - but we did it.

BARREL ROLLS - URDLURDLURDLU

Remember the old Yu Suzuki arcade machine Afterburner? Remember how you could barrel roll the F-14 Tomcat? This code allows you to do just that in Panzer Dragoon. Double press down/left or down/right to barrel roll in two different directions. This is actually quite useful for dodging intense enemy fire - just like it was in Afterburner.

WIZARD MODE - LsRsLsRsUDUDLR

The most second most difficult part of Panzer to access is undoubtedly WIZARD mode. This is basically a harder and faster version of the game. Complete the game on HARD mode before returning to the difficulty selection screen and entering the aforementioned code. By the way, you get an incredible, unique end sequence for finishing HARD mode.



SPACE HARRIER? - UXRXDXLXUYZ

The parallels with old Yu Suzuki coin-ops continue with this "homage" to the granddaddy of hydraulic cabinet Sega arcade machines. Enter this code to remove the dragon from the picture. Note the new animation on the rider. For this code to work, you need to change the language on the Sega Saturn start-up screens to German (Deutsch) before loading Panzer.

INVINCIBILITY - LsLsRsRsUDLR

As if Panzer Dragoon isn't easy enough to complete already, here is a code that virtually guarantees your success.

SELF-DESTRUCT - A+B+C+Ls+Rs

Enter this code whilst in combat to commit suicide and start the round again. Useless, you might think, but it does come in handy if you're after the 100% hit rate needed on each level for playing without the rider. If you miss an enemy, use the code and try again.

SCORCH THROUGH THE SKIES WITH THES
EXPERIENCE BARREL ROLLS, NEW WEAPO

ON

PLAY EPISODE 0 - UUUDDDLRLRLRLsRs

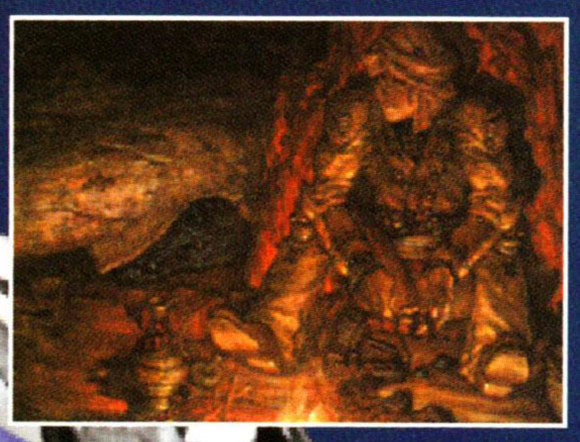
This code gives you a whole new level! Basically, you fly over the open sea doing battle with a near-limitless supply of meanies. In truth, it gets a bit dull quite quickly, but it is quite a nice extra.

WATCH END SEQUENCE - UUDURRLRDDUDLLRL

This code gives you the end sequence of Panzer Dragoon in full effect. And very impressive it is too. There is some very nice music here.

WATCH HARD END SEQUENCE - UUDULLRLDDUDRRLR

Entering this code gives you the completion sequence for HARD mode (essential in getting the WIZARD mode going - unless you really do want to complete in HARD mode, like we did). The sequence is quite spectacular.



SEGA SATURN™

NEW WEAPONS FOR PANZER DRAGOON!

As all Panzer owners know, there are only two different types of weapon available to your rider when you start the game - however, more are hidden in the game. On the difficulty selection screen enter the code UXRYDZLYUX (you shall hear a scream when the code has been correctly entered). On its own, this code merely changes the post-continue screen Sega logo into an interesting red figure. But combine it with a few more carefully entered commands and a whole new arsenal of Panzer weaponry becomes available. The codes below should be entered on the FMV or episode screens before the action begins. You need to enter the code with each level. Failure to do so means that you lose the weapons.

WEAPON #1

Y and START together gives you a hyper-destructive rapid fire blaster.

WEAPON #2

Press Z and START together for a powerful, green bolt firing weapon.

WEAPON #3

Pressing B and START results in this new lock-on missile system.

WEAPON #4

C and START gives you these excellent cyan lock-on bolts.

AWESOME CHEATS!
S AND ULTRA-HARD GAME SETTINGS!

SEGA SATURN™

CLOCKWORK KNIGHT™

Pepperouchau's Adventure

MA[illegible]M

Pepperouchau the Third, a CLOCKWO
CARELESS but good-natured knight.

CLOCKWORK KNIGHT: PEPPEROUCHAU'S ADVENTURE IS THE MOST TECHNICALLY ADVANCED NEXT GENERATION PLATFORM GAME YET SEEN! DISCOVER SEGA'S ALL-NEW PLAY MECHANICS AND 3D INTERACTIVE BACKDROPS!

Just as the first Clockwork Knight game is officially released in the UK, Japanese gamers get to sample the game's sequel - Clockwork Knight: Pepperouchau's Adventure. This new title certainly has a lot to prove - as you can see in our reviews section, the first game didn't fare too well, criticised as it was for its 16-bit style gameplay and total lack of lastability.

Any one familiar with the first game is instantly at home once they sit down to have a go at the sequel. The basic platform game control method remains totally unchanged and the actual gameplay itself is pretty much identical... so what makes us think that Clockwork Knight 2 is worth the generous coverage we've given it?

Well, for a start the game is just plain *fun* - each level is packed with different play elements that make for a game that has far more variety than the previous lacklustre offering. What the game doesn't have is more levels - yes, it's a bit more challenging, but it's still pretty simple to complete. However, this time the programming team have incorporated ingenious gameplay mechanics that make you sit down and play the game through again and again.

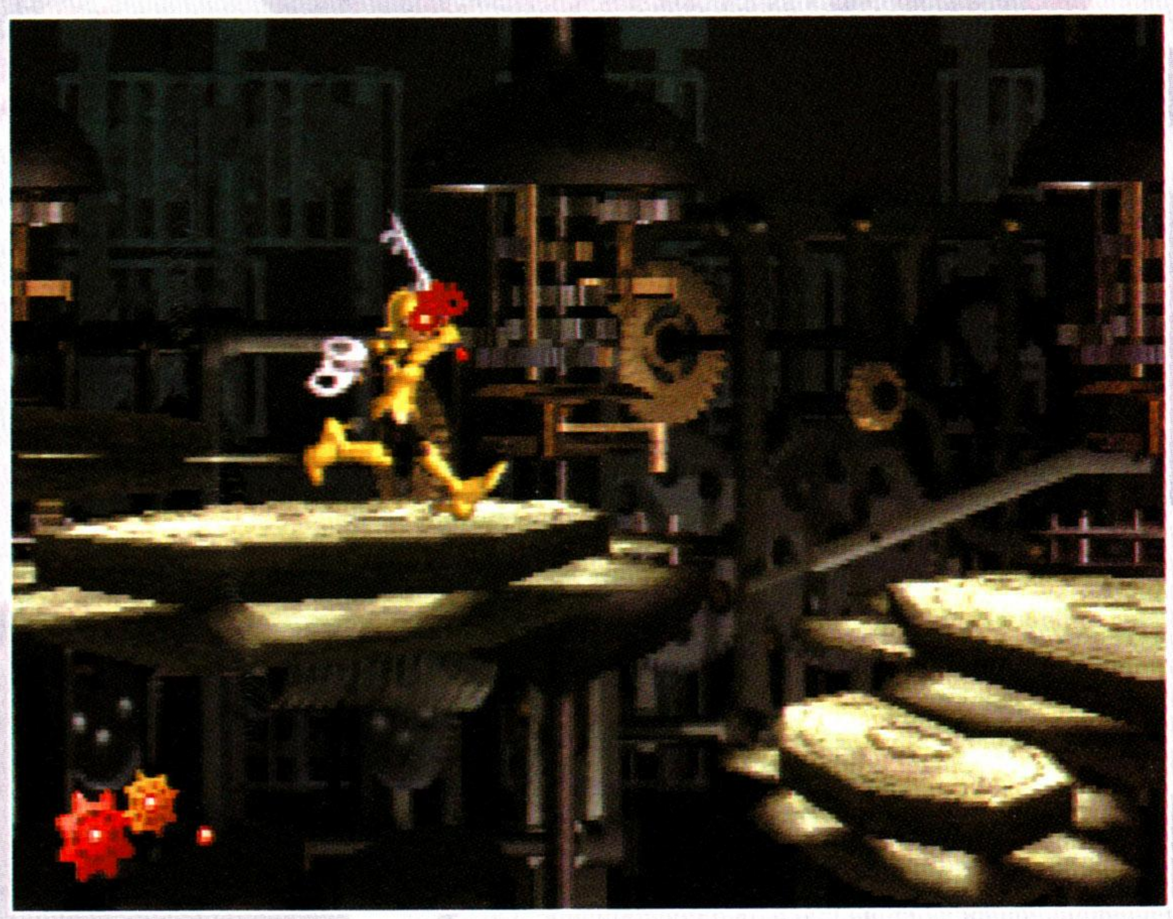
No-one ever really gave that much of a monkey's about the game's ludicrous scenario, but for the record, just as Pepperouchau rescued the gorgeous, pouting Chelsea from the evil clutches of the TV boss at the end of the last game, she was snatched away (again) by the most evil toy in the house - Pepperouchau's rival, Ginger! It's up to Peppy to make his way through four more hazard-filled rooms in his quest to free his true love. Fail and Chelsea will no longer sing that magic song that makes all of the toys come to life each day. Succeed and you're treated to a major toy-based knees-up that involves some of the most evil lyrics you'll ever hear!

MORE SECRETS! MORE LASTABLITY!

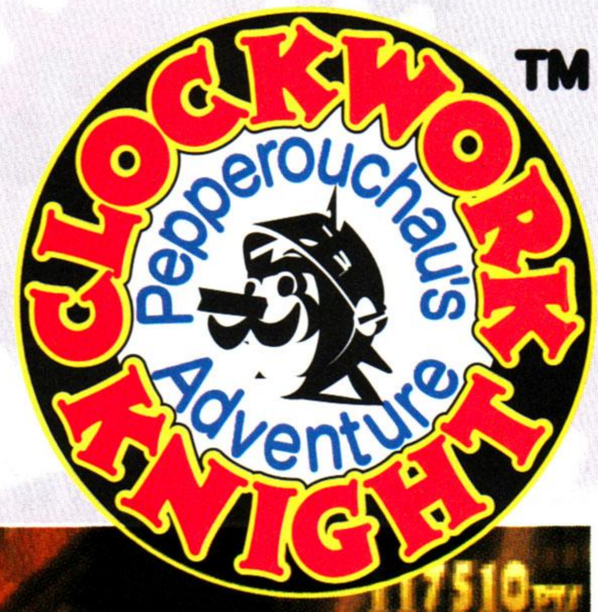
Contrary to some reports, this sequel isn't strictly that much bigger than the first Clockwork Knight game. There are still four levels just like the last game and to be honest, although there are some tricky sections, it's still pretty much as easy as before.

This was enough to make us dismiss this title however much fun it was until we saw the final screen of the end-game sequence. In every sub-section of every level there are four ace playing cards to collect. Some of them are pretty easy to find, some require dexterous platform manoeuvres, whilst others are secreted in difficult-to-find secret bits that could take hours to find. On that final screen, the game reveals how many cards you collected and how many there still are to find.

The real challenge in the game becomes clear: not only do you have to complete the game as per usual, you also need to find every single ace - only then can you be considered a Clockwork Knight 2 master! The chances are, there's a special ending if you can do it...



...toy. He's a clumsy,



MORE PLAYFIELDS! MORE DEPTH!

Clockwork Knight: Pepperouchau's Adventure builds upon its predecessor by introducing two layers of play to most of the levels. What this means is that each level has a foreground and a background, with Pepperouchau able to travel between the two. This adds plenty of scope to the gameplay and has allowed the creators the opportunity to build in a number of ingenious puzzles into the basic gameplay.

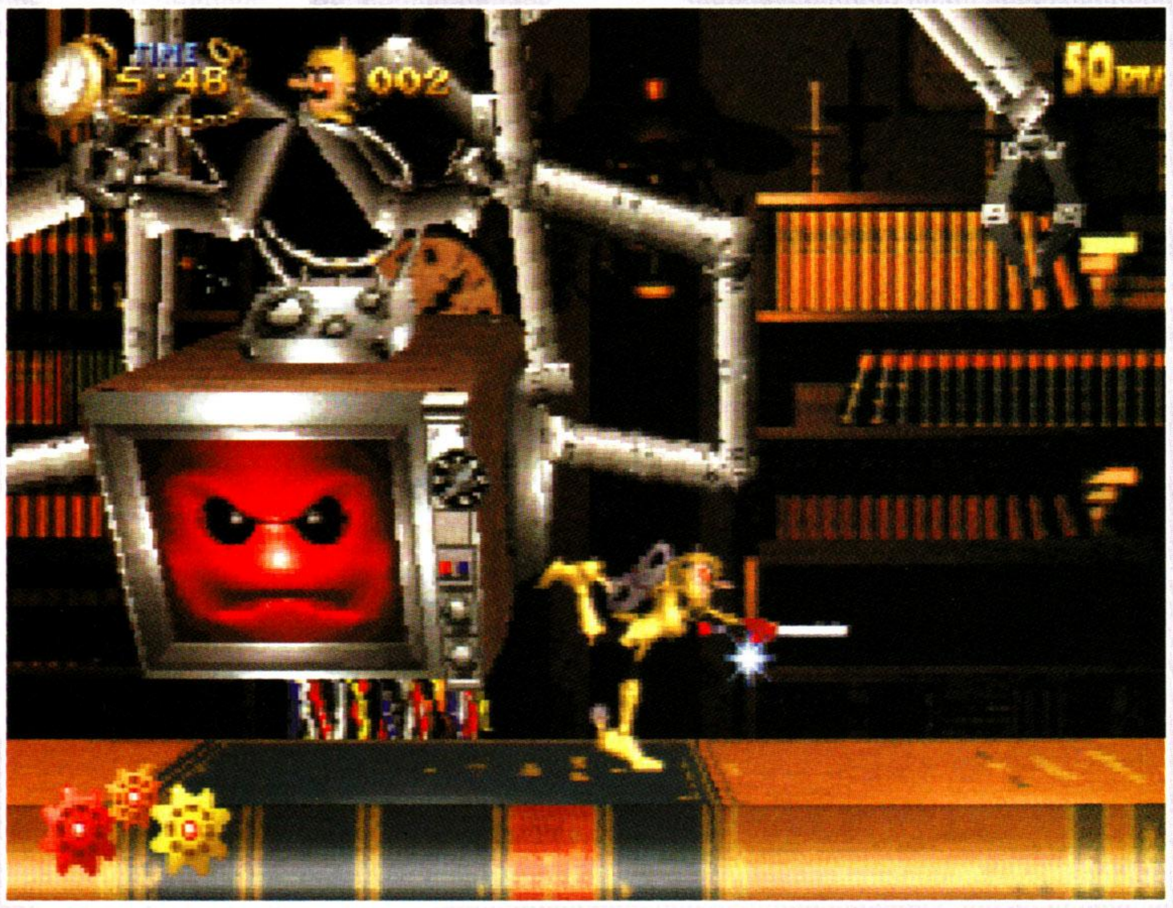
For every level that features this, there is a different method for moving between the two layers. Our level preview later on shows the various ways this is accomplished, along with the different visual effects the game draws from this unique feature.

OFFICIAL SATURN OWNERS GET TOUGHER GAME!

Clockwork Knight: Pepperouchau's Adventure is due for release before the end of the year for official Sega Saturn players and once again Sega Europe are planning to make some changes to the game. The biggest problem is about how easy the game is (although the ace system does tend to reduce the effect of that particular lastability basher) and Sega Europe want to reduce the amount of lives doled out by the game and could also completely remove the bonus game (which is super-generous in its lives and continues based rewards). We'll be giving the European version of the game a full work-out as soon as it arrives for review. We wait with bated breath for the finished title.

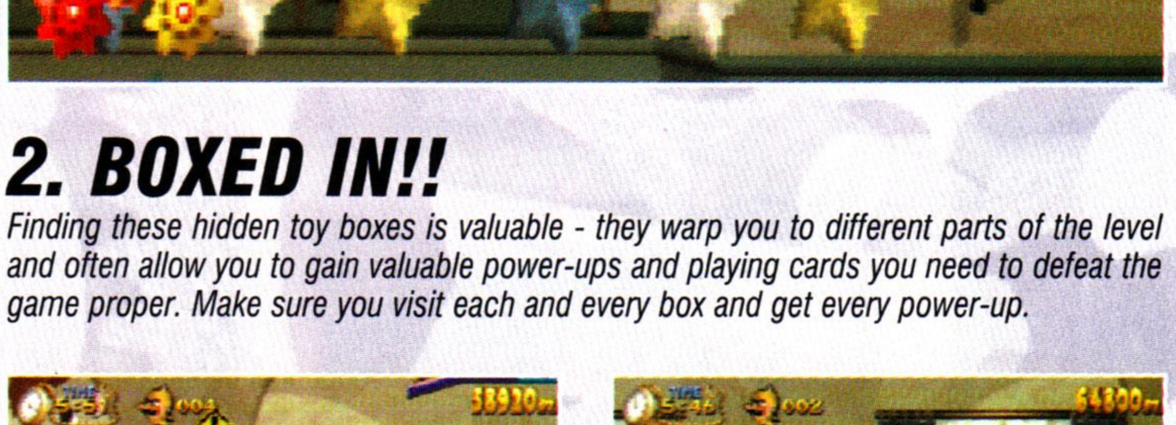
CLOCKWORK KNIGHT 1: THE REVENGE!

To remind gamers that this particular Clockwork Knight epic takes place directly after the first game, you need to take on the TV boss from the end of the last episode. Don't worry though as he appears to have suffered some brain damage since the last game and doesn't put up too much of a fight at all. Watch him rip out his own innards as you defeat him!



1. UPSTAIRS, DOWNSTAIRS!!

Winding up these clockwork bridges enables you to gain access to the two toy towers that inhabit the first stage of the kids' room. Scale each to find hidden bonuses which lengthen the scope of Pepperouchau's energy reserves. This is also the first opportunity you'll get to find one of the hidden ace playing cards, Finding all four on the first sub-stage is extremely difficult indeed.



2. BOXED IN!!

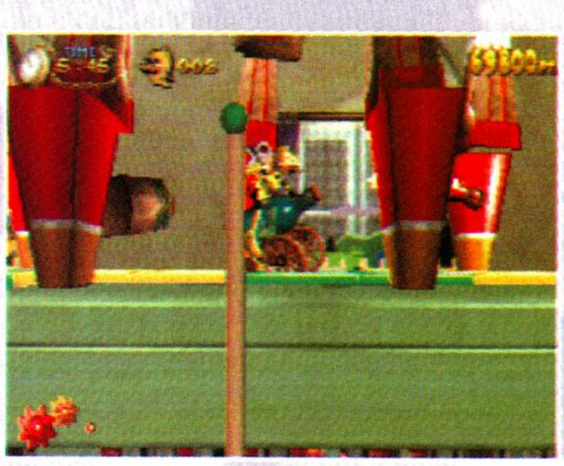
Finding these hidden toy boxes is valuable - they warp you to different parts of the level and often allow you to gain valuable power-ups and playing cards you need to defeat the game proper. Make sure you visit each and every box and get every power-up.

3. FEELING A LITTLE HORSE!!

On to stage two, the first of a duo of horse riding stages in the game. Hop on top of Barobaro and speed along a toy train track dodging enemy rail users, leaping from rail to rail and dodging falling scenery. This swift arcade action is a radical departure from the slower pace of the rest of the game.
Double jeopardy! Toppling toys are a dangerous hazard on this stage - by all means speed ahead to avoid them, but watch out for the enemy sprites that stand in your way.

4. SPLIT INTO TWO!!

These warning signs indicate that danger is near - a danger that usually takes the form of a huge gap in the railway. Time to make use of Barobaro's prodigious leaping abilities to avoid an untimely demise. Again, decent power-ups are available for you to collect if you jump at just the right point.



5. DASH OR CRASH!!

Maintaining a very fast speed and jumping onto certain rails is the only way to get the playing cards on this particular level. One false move and you've blown your chance, so it's worth memorising a good route through.

The battle commences! Head to the KIDS' ROOM for a slithery surprise!

AWESOME 3D PERSPECTIVES, DEFT SPRITE HANDLING AND VIBRANT COLOUR SCHEMES INTRODUCE THE KIDS' LEVEL - THE FIRST STAGE OF PEPPEROUCHAU'S NEW ADVENTURE!!

BOSS - SLIPPING HECK!!

This bric-a-brac snake monster enjoys the sound of his own voice. Obviously that's why he's installed a microphone at the end of his tail. He wraps himself around the scenery and even tries to bring the entire structure down on Pepperouchau at one point. The microphone is his weakness. Destroy!

Your next stop is the STUDY ROOM!! There's no turning back now!!

SEGA SATURN'S EXCELLENT COLOUR CAPABILITIES AND SWIFT 3D POWER ARE BROUGHT TO BEAR ON THE PHENOMENAL STUDY ROOM LEVEL! LOOK OUT FOR EVEN MORE SECRET PASSAGES AND POWER-UPS!!

1. BACK AND FORTH!!

These cannons allow Pepperouchau to shoot himself into the background (or alternatively, back into the foreground). Certain puzzles involve performing a certain action in the foreground that opens up another area in the background. Again, another example of how more sophisticated this is compared to the last game.

2. LET 'EM FLY!!

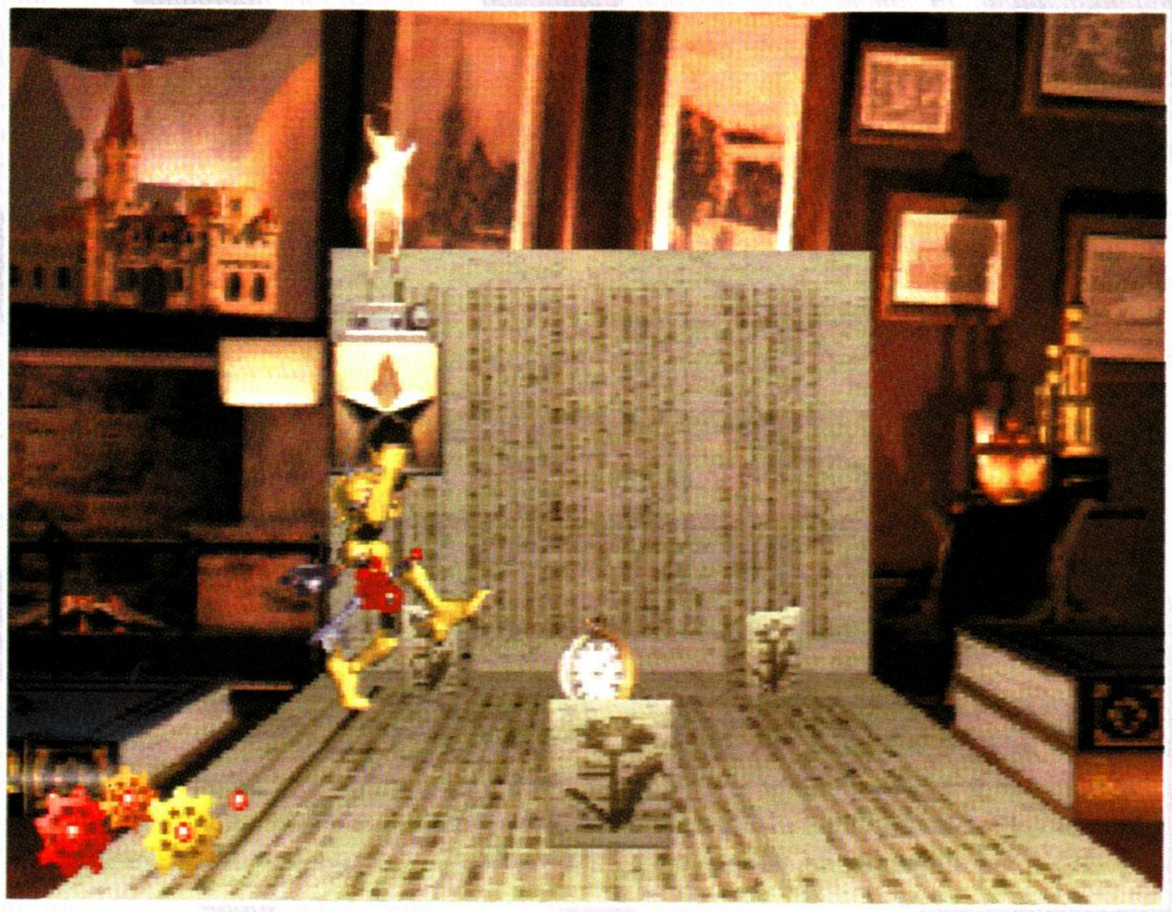
Poke these rockets and they shoot out into the background, destroying the sprites in the background (which you visit later).

3. THE RACE IS ON!!

The Le Bon Race! This is a bit of a bonus extra which involves you running along with a devious obstacle course, competing against Le Bon the bouncing-baseball-with-a-face.

4. OH LIGHTEN UP!!

Later areas of this level are set in near-darkness. Locate the lighter to illuminate the proceedings and use the flame to burn up enemy sprites. You also tend to light up candles should you pass them.



BOSS - DOWN ON PAPER!!

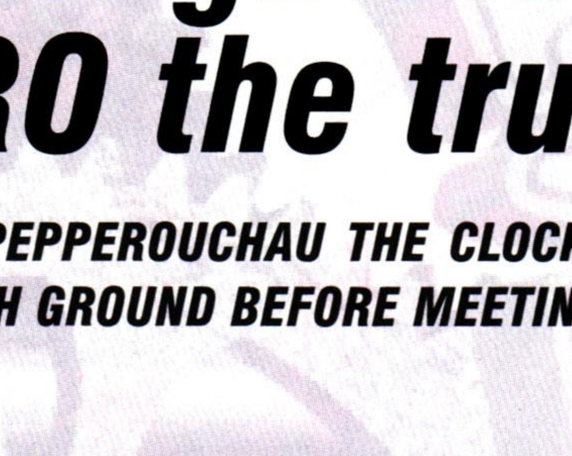
A touch of origami for this particular end-of-level demon. A seemingly innocuous piece of paper floats onto the screen... straight into a pot of possessed ink from hell. This ink folds the paper into a stomping gorilla. Defeat him and the paper floats into another pot, producing a stunningly animated leopard boss. The final 'pot-of-call' folds the paper into a bat, which meets a fiery end owing to the presence of a plentiful supply of lit candles...

Travel through the BATHROOM on BAROBARO the trusty donkey!!

NEW CHALLENGES AWAIT PEPPEROUCHAU THE CLOCKWORK TOY AS HE NEGOTIATES A DEADLY BATHWATER TIDAL WAVE! SEEK THE HIGH GROUND BEFORE MEETING UP WITH BAROBARO!!

1. FLOAT ON!!

Helping you to ride out the waves of bath water are the likes of rubber ducks, little turtles and sponges. The sponges are excellent, expanding and contracting with the water and releasing soap bubbles as Pepperouchau jumps on them.



2. THAT WAS ACE!!

Most of the ace cards on the first stage aren't cunningly hidden - but actually getting to them and escaping in one piece before the flood hits is quite challenging.

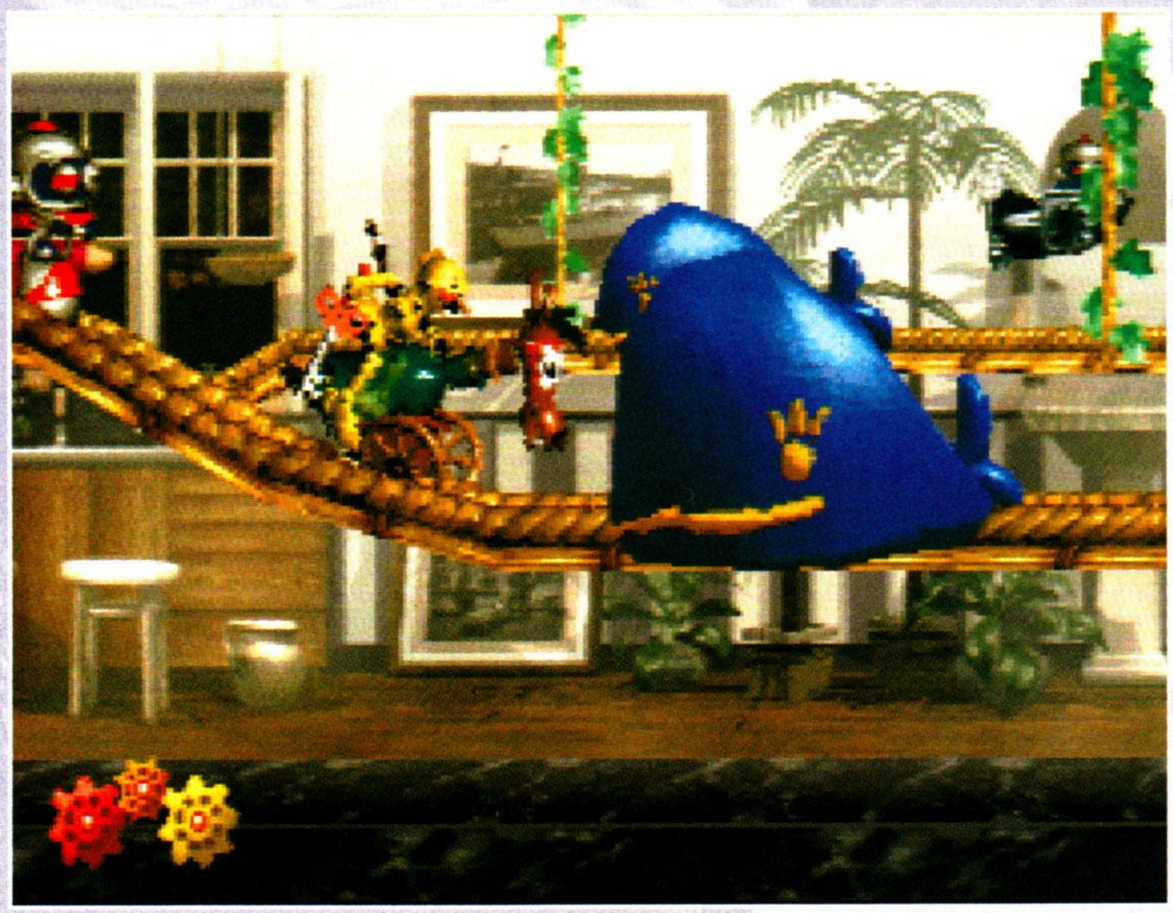
3. BAROBARO BATHTIME!!

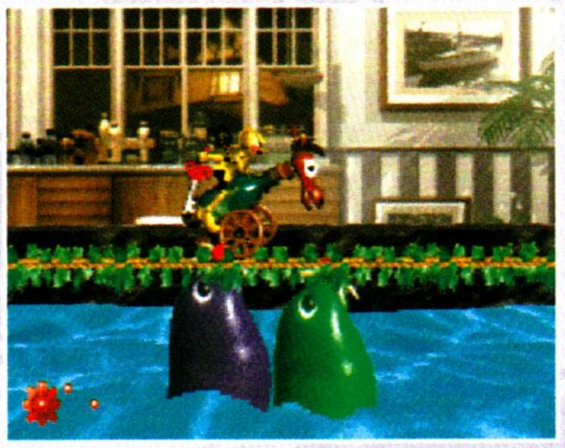
The second part of the bathroom stage is another horse race courtesy of bewheeled donkey Barobaro... Only this particular level is even more stunning to behold than the first and is much more fun to play.

This level expands on the previous Barobaro stage by allowing Pepperouchau access to a larger variety of level areas. As well as jumping from foreground to background, you can leave the hectic, sprite-ridden platforms and shoot along the shallow water at the very base of the stage. This is most definitely one of the most fun areas of Clockwork Knight 2, and getting all the power-ups proves to be most tricky.

4. WHALE OF A TIME!!

The blue whales are your ticket to switching between the front and the back of the play area (and the enemy sprites can make use of them too, so watch it).





5. SHARK ATTACK!!

Enormous metallic sharks jump up to nip you when you jump from platform to platform. The graphics are nothing short of spectacular.

6. SEE THOSE LIONS!!

Sea lions send you hurtling skywards, where you can collect 1-UPs, ace playing cards and the like. There's little interference from enemy sprites, allowing you plenty of concentration time to perform those jumps perfectly.

BOSS - ARMED AND DANGEROUS!!

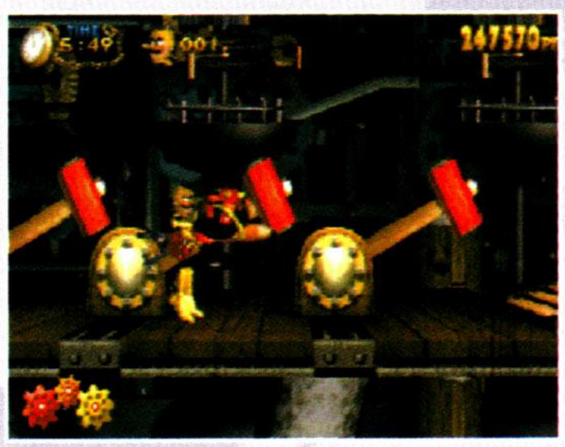
As you might imagine, there is something of an aquatic theme to this boss what with the entire level being set in the bathroom. Jump from shell to shell, avoiding the terrifying soap and tentacle onslaught of the pirate octopus from hell. Dispense clockwork justice to any stray tentacles that happen to come into reach.

The ominous CLOCK TOWER is your FINAL destination!! Are you ready?!

WITH ITS SPINNING TOWERS, TURNING COGS AND TORTUROUS PIPEWORK, THE CLOCK TOWER IS THE MOST CHALLENGING AREA OF THE GAME!! CAN PEPPEROUCHAU REACH CHELSEA IN TIME?!

1. WHERE'S THE FLOOR GONE?!

Look under the cogs for entrances into secret rounds or for the ace playing cards. Of course, there is no floor underneath if you miss your footing so caution is required.



2. TOWERS OF STRENGTH!!

These enormous spinning towers are reminiscent of the ancient 8/16-bit release Nebulus. You need to jump from platform to platform as the tower spins to gain the necessary height. One bad move and it could be curtains for the clockwork knight.

3. NOW IT REALLY GETS TOUGH!!

The latter clock tower has thinner platforms, making the job of climbing it much, much more difficult. It can get quite annoying unless you sort out your timing.

4. SWINGSOME PENDULUMS!!

Hazards like these swinging pendulums really show off Clockwork Knight's pseudo-3D engine.They're great to look at, but be sure you don't get on the wrong end of one.

5. PIPING HOT!!

Bonus extras can be found in these outdoor sub-levels, set around the external pipework of the clock tower.
The beginning of the second phase sees Pepperouchau falling down a tall tower - collect the power-ups that swoop by but bear in mind that they are plenty of enemy sprites to collide with too!

6. BATTLE THE BLUE GUARDIANS!!

These bulky sprites defend themselves against Pepperouchau's key with their shields - use the clockwork one's dexterity to fight past the shield or throw an enemy sprite in its direction!

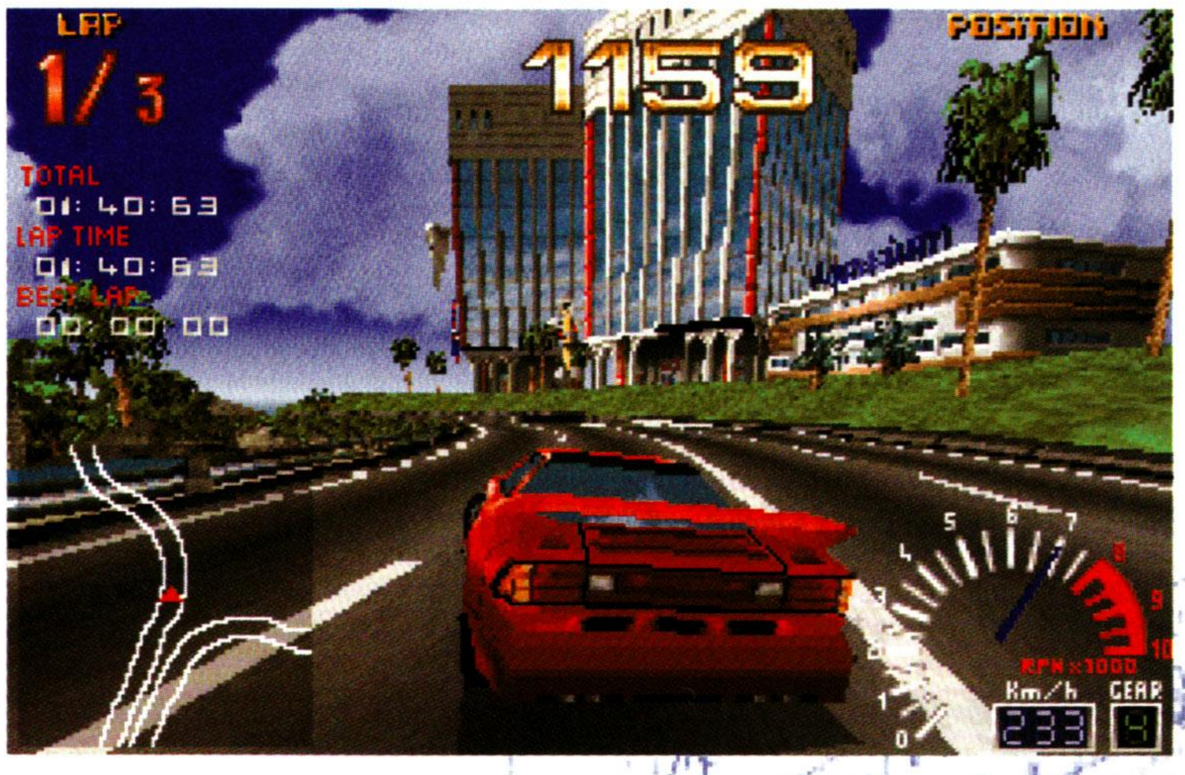
7. CLIMB THE CLOCKWORK COGS!!

The enormous cogs are one of the graphical highpoints of the game. Allow them to take you higher, but be ready to jump off at the right point. Timing is essential in jumping between the cogs and landing on one of the teeth correctly. Of course, a fate as good as death awaits should you mess up your leaping.
Sometimes, it's quite a good idea to jump off in exactly the wrong direction as it could lead to the procurement of bonus riches and ace playing cards.

BOSS - THE CASTLE OF DOOM!!

You might initially think that you have to deal with the denizens of this castle until the boss reveals its true identity - it is the castle! Huge hands spring out from its turrets and try to pound you, slap you and even sweep you out of the playing field. This boss does require some thought before you tackle it - it's definitely one of the games tougher denizens.

WE WON'T GIVE AWAY THE END OF THE GAME - SUFFICE TO SAY THAT PEPPEROUCHAU'S FINAL BATTLE WITH HIS RIVAL GINGER FEATURES ONE OF THE GREATEST BOSSES IN SEGA SATURN HISTORY!!



Burn RUBBER through six exciting rac
USA and Ridge Racer COLLIDE in this

GRAFFITI'S BRILLIANT NEW PC RELEASE FEATURES SUPER-FAST TEXTURE-MAPPED VISUALS AND SUPER-SMOOTH 3D UPDATE!! UP TO EIGHT RACERS CAN COMPETE IN NETWORKED RACES!!

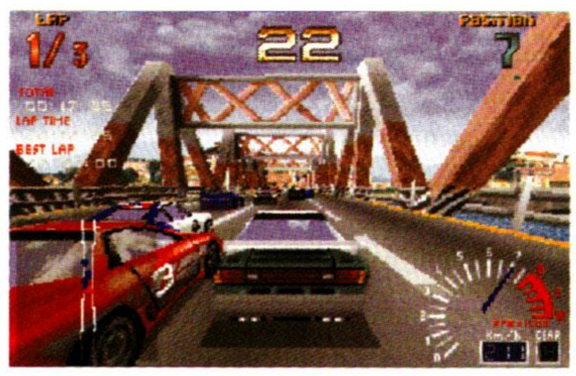
PC processing power is increasing on almost a daily basis, and a new era is dawning in games technology.

Long gone are the days of vector-mapped tank battle sims, obscure text-based RPGs, and environmental simulations - the arcade is about to radically hit the domestic PC. Gradually the image of an enthusiast's work tool is being stripped away by a brave new generation of console-like polygon pushers.

First in the new generation of coin-op racing style titles is Screamer developed by Italian team, Graffiti, for Virgin. In a look not too dissimilar to Ridge Racer of both arcade and PlayStation fame, the title takes PC to the limit, outputting texture-mapped polygon power and updating that put the Saturn's Daytona to shame.

Way back in the early part of last year Graffiti put together the beginnings of a 3D engine to power a new racing title. In the meantime work was progressing on the first title for the deal with Virgin, Iron Assault - a Doomesque 3D blaster stacked with mech suits. But September saw the gathering of four key programmers to generate the most advanced racing game to appear on the PC.

Not only does Screamer supersede both the PlayStation and Saturn in graphical capabilities, but take into consideration the extent of six unique tracks (12 if the Mirror Mode bonus is included), and the potential for a benchmark status in PC gaming circles is evident.



NORMAL GAME, CHAMPIONSHIP OR TIME ATTACK?

As you'd expect from any racing game worth its salt, Screamer has three play options. The standard one race is available in the Normal Game - practise for the championship or just a quick spin on a preferred track.

The Championship is a whole different ball-game as drivers must face the entire season of all six tracks. Essential to progress is the successful qualification on each course, from which point the next challenge becomes available. Rumour has it that a bonus track is up for grabs on completion of the Championship, but we'll just have to wait and see.

Finally the Time Attack option allows a group of potential racers to test their mettle against either the hairpin bends of the track, or alternatively each other. When confronting other human player's efforts, a ghost of the previous player appears to enhance the challenge.

MULTI-PLAYER OPTION

A vital factor of Screamer's playability is the option to network up to eight PCs for multi-player action. In the same way arcade Daytona is becomes a whole new game when linked-up to multiple machines, Screamer is revolutionised by the prospect of racing against other human players.

Considering that both Ridge Racer and Daytona on super-console are single player affairs, this is quite a significant advantage for PC owners. Dual-player modes are available using the ubiquitous null-modem cable or indeed modem, whilst multi-player joy is only obtainable if your PC is part of a fully fledged network.

PLENTY OF OPTIONS SO USE THEM!

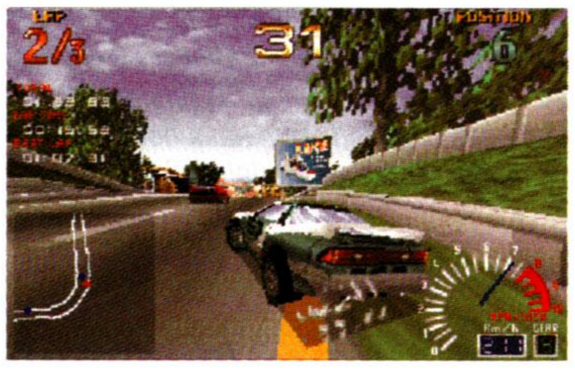
A good racing game is packed with plenty of options to use, and Screamer is no exception to this particular fact. The majority of the game's adjustables are found on the game's title screens, whilst others (such as the viewpoint) are instantly accessible from within the game itself. Here's a quick lowdown on what's on offer.

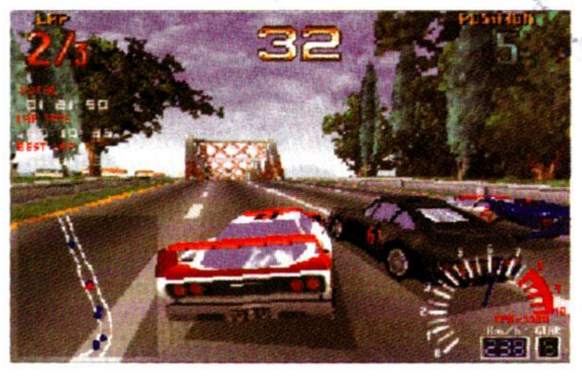
NUMBER OF LAPS

Sometimes three laps are just never enough, far too often it's over once you've got going. So those clever chaps at Graffiti have included the opportunity for racers to increase the number of times you can fly round the circuits. When in Normal mode the default of three laps can be extended to five, 10, or even 25 for those demanding more of a Le Mans experience.

ADJUST RESOLUTION TO SUIT YOU

A standard feature on most PC games requiring fast frame rates, the resolution is interchangeable between low, medium, and high. The majority of owners will find medium resolution more than sufficient, especially considering the speed at which the game moves. The high resolution however good it may look is geared more towards the high end of machines, although it's only likely to run at full speed on a P6! Still, it makes the game future-proof for the next couple of years.





VIRGIN SCREAM ONTO THE PC!!

SCREAMER

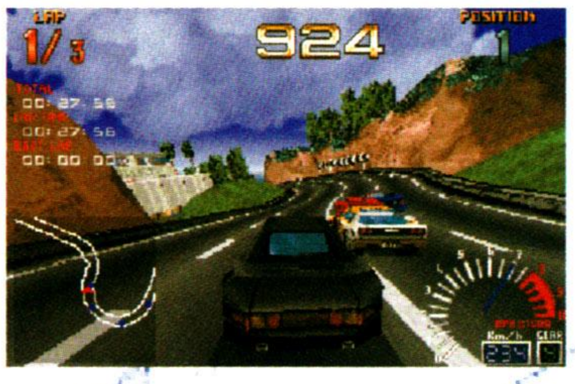
tracks!! Daytona wesome release!!

MASTER BEGINNER MODES TO ACCESS PRO SEASON!

Even the greatest racing drivers have to start at the bottom of the league, so to give newcomers a chance in hell of rising in the ranks the Rookie class is available. For additional longevity, masters of the Rookie and Normal standards can take up the gauntlet of the Pro season to really face the full wrath of the other cars.

WATCH THE ACTION FROM MULTIPLE VIEWPOINTS!

Another borrowing from the coin-op racers is the multiple racing view. Depending on personal taste, the driver has the choice of full screen with no elements of the car present; inside the car cockpit view including dashboard; or an external view at 45 degrees behind the vehicle. The first view keeps the action closest to the ground and gives the most exciting sensation of speed. The second view comes into its own for those more expert in the way of manual gear operation, the dash providing precise rev readings and a display of the current gear in use. Finally the external view featuring the car has a zooming camera depending on the car's position on the track, whilst giving advanced warning of other vehicles trying to overtake or cause an obstruction. Like Daytona USA, the latter perspective is the best to use.



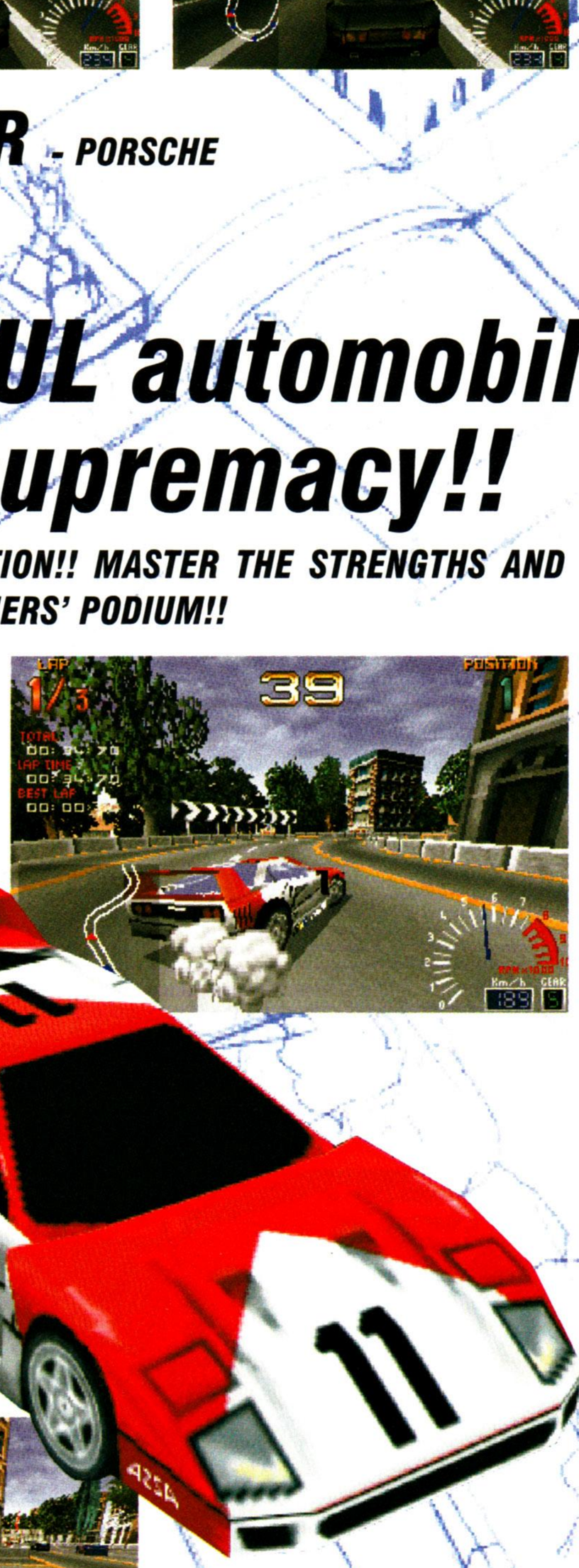
PANTHER - PORSCHE

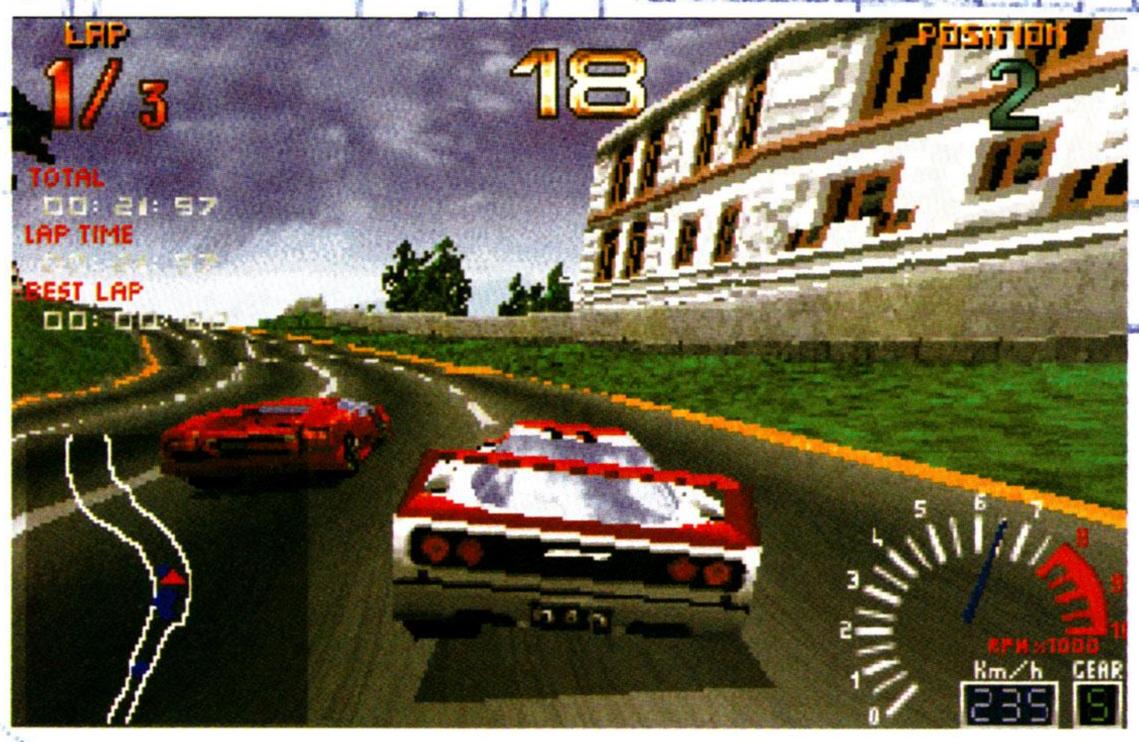
Max Speed ***329 kph***
Grip ***D***
Acceleration ***B***

Six of the most POWERFUL automobil compete for ULTIMATE supremacy!!

EACH CAR OFFERS THE ULTIMATE IN HIGH-SPEED MOTOR-RACING ACTION!! MASTER THE STRENGTHS AND WEAKNESSES OF EACH MACHINE AND ASSURE YOUR PLACE ON THE WINNERS' PODIUM!!

Central to any racing game are the means of transport, and unsurprisingly three of the dream machines are Italian in design. The remaining vehicles are the cream of the international car construction crop from the gas-guzzling stable of the classic American Corvette, to the Japanese mastery of the Nissan corporation.
Every car has widely varying handling capabilities, and for added excitement two designs of each car are selectable.
The breakdown of all speedsters follows...



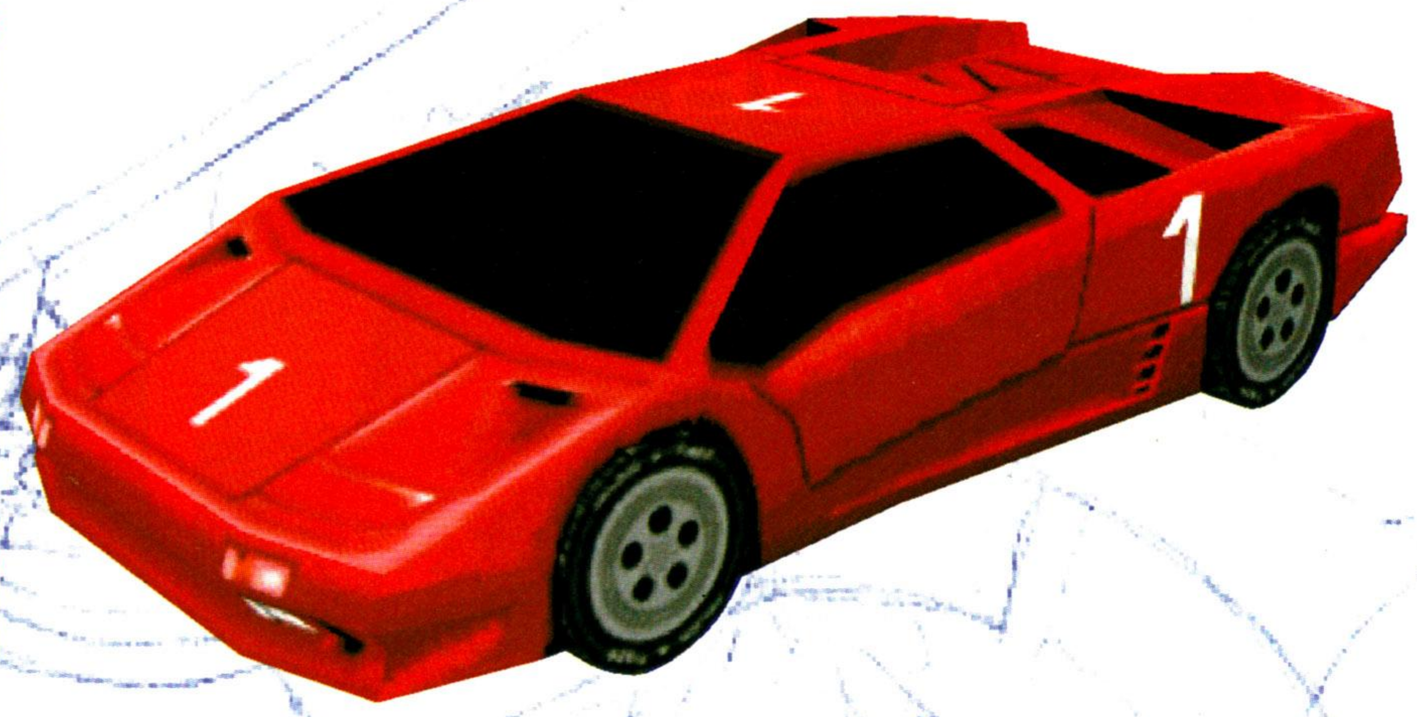


TIGER FERRARI

Max Speed ***340 kph***
Grip ***B***
Acceleration ***C***

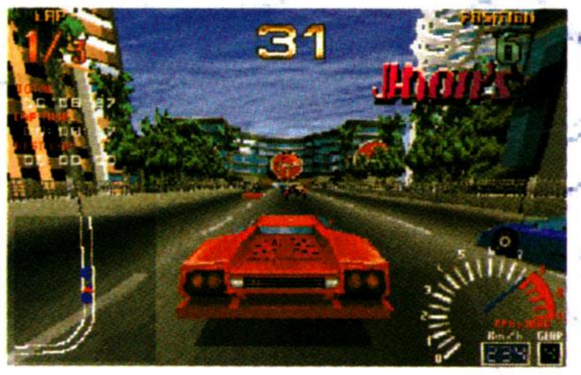
YANKEE - CORVETTE

Max Speed ***336 kph***
Grip ***D***
Acceleration ***E***



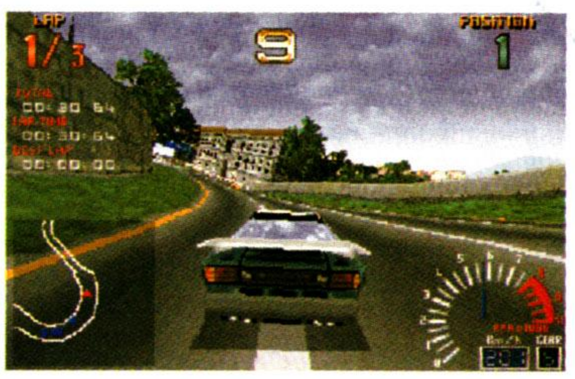
SHADOW - LAMBORGHINI

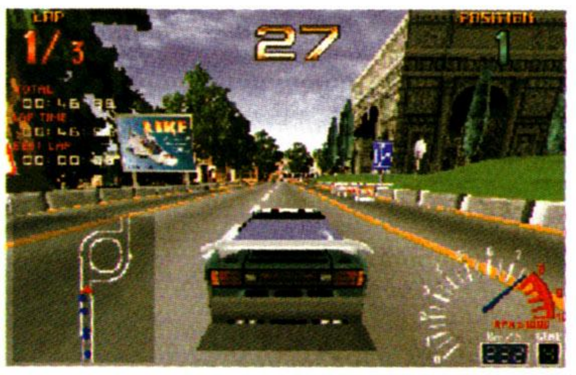
Max Speed ***336 kph***
Grip ***C***
Acceleration ***B***

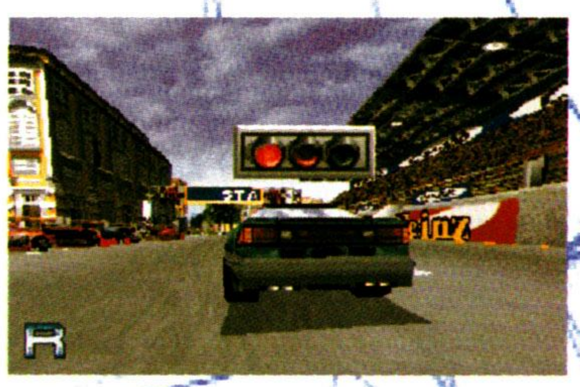


RISING SUN - NISSAN

Max Speed ***319 kph***
Grip ***E***
Acceleration ***A***







HAMMER - BUGATTI

Max Speed ***340 kph***
Grip ***B***
Acceleration ***B***

Six exhilarating STAGES that test all o DRIVING skills to their very limits!!

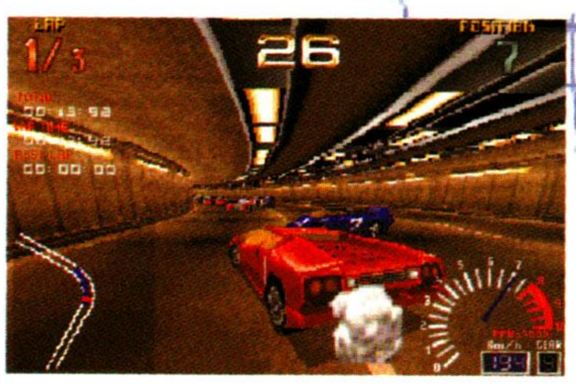
WITH ALL OF THESE TRACKS AND MULTI-PLAYER OPTIONS, SCREAMER RANKS AS ONE OF THE MOST LASTABLE ROAD RACERS EVER SEEN!! PUT YOUR FOOT TO THE FLOOR AND SPEED TO VICTORY!!

THE WRITING ON THE WALL

A remarkable six tracks are on offer - each offering individual trials and tribulations to test the racing skills of the drivers.
Set over different themes, the challengers can look forward to high-speed chases through a modern city area, sleepy Italian town, and mountain range to list but a few.

PALM TOWN

RIDGE RACER STYLE TRACK

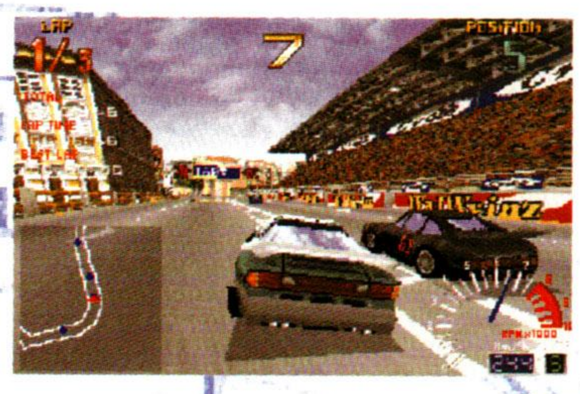


First of the challenges for any newcomer, Palm Town bears more than a slight resemblance to the main track found on the PlayStation's polygon rubber burner Ridge Racer.
The start is on a straight allowing easy passing, but this freedom is soon brought to a swift end with the appearance of the first corner. Deceptively smooth, the slight incline catches inexperienced racers on the right-hand barrier. From here it's a dash to the Virgin embossed tunnel and some serious bottleneck potential. By keeping to the right and watching the revs, overtaking is a feasibility.
A good lead out of the tunnel is all the more important due to the narrow alley pushing the pack into the centre of the track, and then it's on to the steeply banked lefthander. If the route around the top of the corner is blocked off by the other competitors, use the grass at the base to slow the car sufficiently for the tight left.
Beyond this tricky section another, less violent curve, sends the cars into the home straight in preparation for the roar of the crowd.
Later in the game Palm Town is playable as a nighttime track featuring more neon signs than Sunset Strip, and the added difficulty of driving in the dark.

LINDBURG

OLD TOWN/BRIDGE

What appears to be a historic provincial town is soon given the Screamer treatment. But that's not to say the cobbled streets don't wreak their revenge on the drivers as the high barriers and grassy verges claim many a rookie.
Landmarks are the key to preparing yourself for the finer parts of the course, the first of which is a palatial arch which leads to the suspension bridge across the river. All very straightforward until the S-bend on the grassy verges



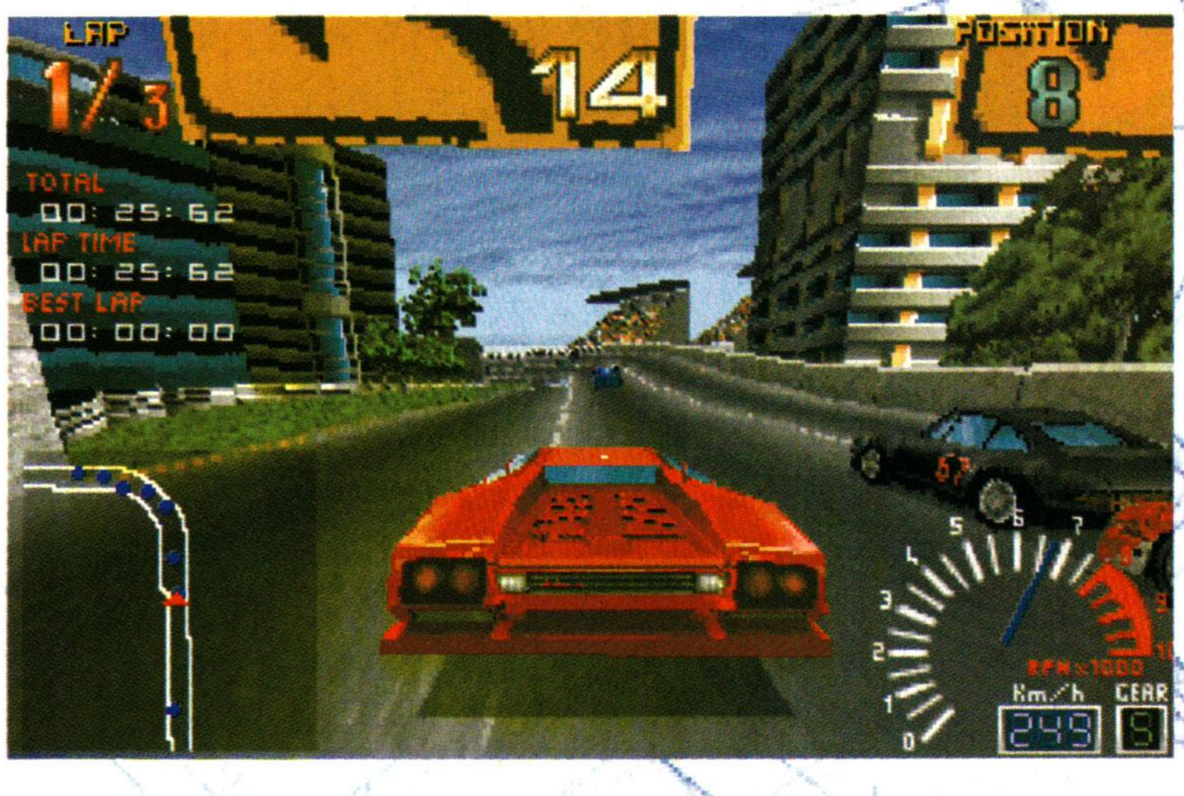
appears. At this point a stealthy use of track position is necessary, but if the car winds up on the outside of a bend and the counter's clocking enough revs, a quick dash over the grass is a possibility.
Once past the grassy knolls, the track heads back into the residential areas for a rapid succession of extreme right and left-hand 90 degree turns. Early cornering and an easy foot of the accelerator is the only route past the crash barriers.
For the more daring or experienced driver a short-cut offers a clear passage past the other contenders by taking a hard right through the traffic cones and out through the road closed signs.
Beyond this brief respite is a hard right followed another hard left, quick sightsee past the cathedral, and into the finishing straight.

LAKE VALLEY

MOUNTAIN RANGE

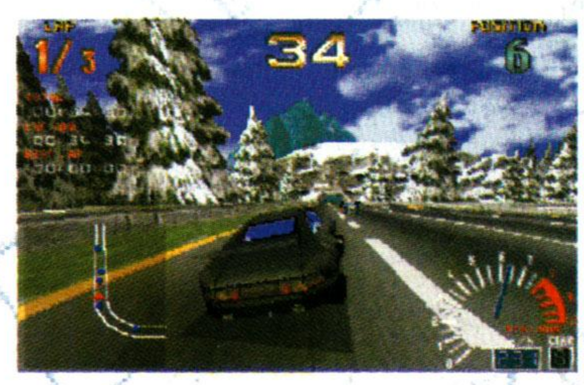
Crisp Alpine air greets the drivers on the Lake Valley course, although the pressure's on to defeat the highly banked corners and deceptively tricky tunnel.
Starting off in the resort area, a brief glimpse at the Deer's Castle wooden hotel leads into a reasonably tight right-hander before throwing the colliding competitors into a U-bending right-hand turn. The corner requires responsive brake action if the lead is to be kept.
From there it's a dash to the Check Point to clock some additional time before passing the mediaeval castle on the right. A further right-hand opens the way to the tunnel of doom. Inside the tunnel the track tightens and a sneaky gradual turn to the right can see even the best drivers crushed like tin cans against the concrete walls.
Pass the waterfall at top speeds and it's home and dry for the final run over the finishing line.

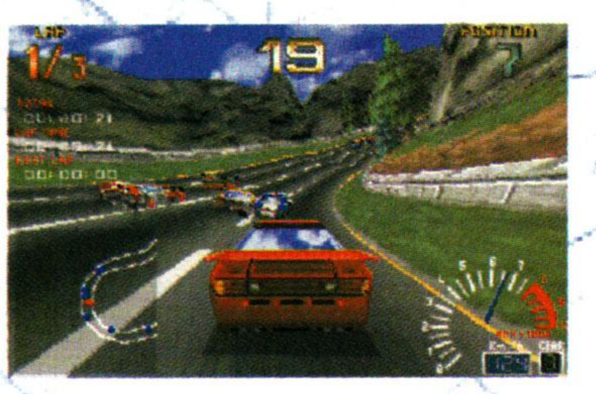
your



AND THE REST...

Another two tracks are included in the game. Sunbeach Hill and Sandrock are further variations on the screaming exploits, although at this time they have not been completed. Sunbech Hill is a high velocity jaunt through the sun-kissed region of the local beach. Alternatively Sandrock takes the speed-sters into the midsts of a Grand Canyon style adventure, cacti and all. Full details of the new tracks will appear in a future issue of MAXIMUM.





CAN SCREAMER HOLD ITS OWN AGAINST THE MIGHTY CONSOLE RACERS OR WILL IT BURST ITS TYRES ON THE FIRST LAP? DISCOVER THE TRUTH WHEN WE REVIEW THE GAME NEXT MONTH.

THE GALLERY

SS SEGA

THE GALLERIES ONE AND ONLY APPEARANCE

CLOCKWORK KNIGHT 2

BLATANT SPACE FILLING IN THE BATH TRADITION

THE GALLERY

AC ·NAMCO

BELIEVE ME, YOU WON'T SEE THIS AGAIN. HONEST.

TEKKEN 2

WHAT MAGAZINES DO WHEN DEADLINES RUN OUT

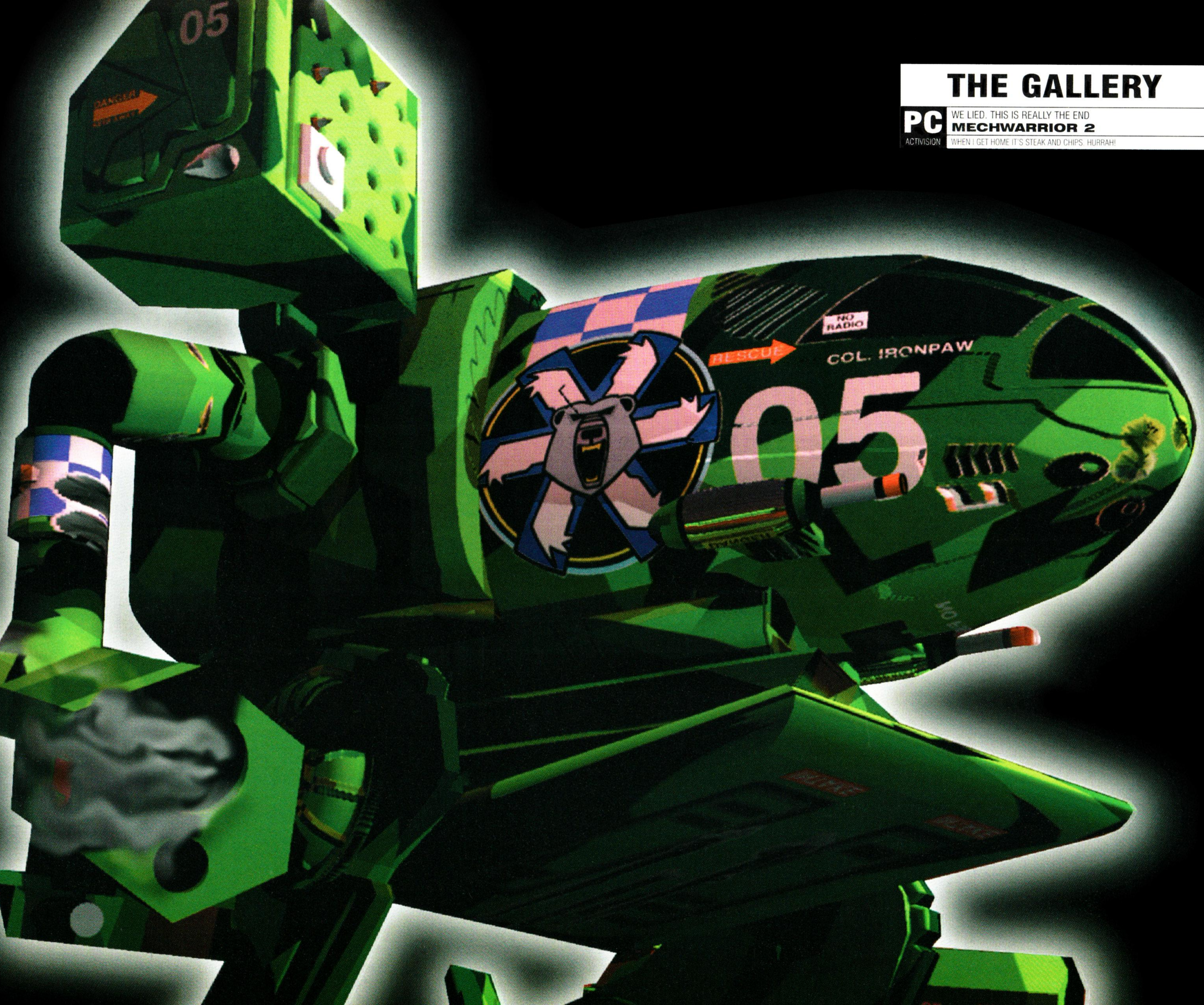
THE GALLERY

PS SONY
FINAL PAGE. THANK YOU.
WIPEOUT
I DON'T WANT TO WORK ANOTHER WEEKEND THANK YOU VERY MUCH.

THE GALLERY

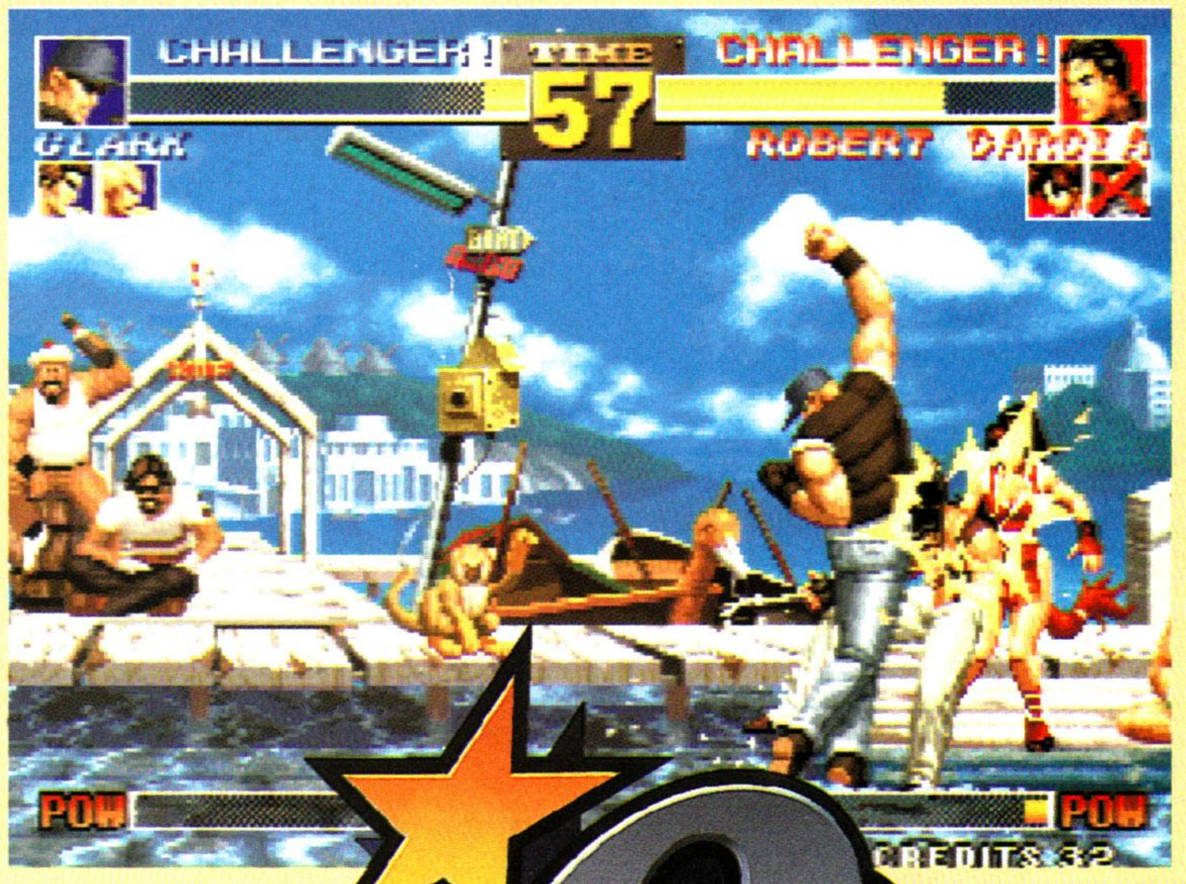
PC ACTIVISION

WE LIED. THIS IS REALLY THE END
MECHWARRIOR 2
WHEN I GET HOME IT'S STEAK AND CHIPS. HURRAH!



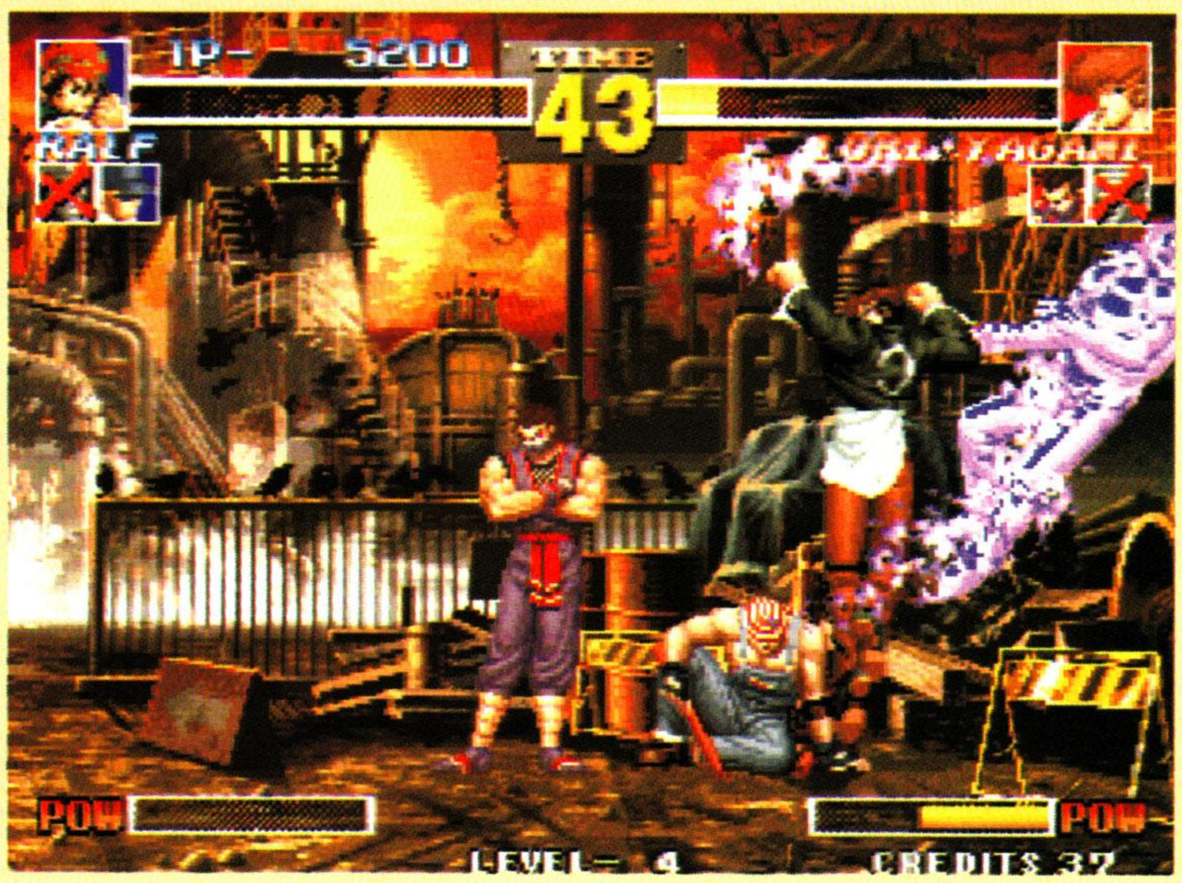
EXPERIENCE a new age in fighting ga the incredible TEAM EDIT mode!!

FOLLOWING ON FROM THE HIGHLY ACCLAIMED TEAM BATTLE SYSTEM COMES THE ALL-NEW TEAM EDIT MODE!
TAKE YOUR PICK FROM 24 CLASSIC FIGHTING STARS AND CREATE THE MOST AWESOME TEAM IN EXISTENCE!



THE KING OF Fighters 97

108 MAXIMUM



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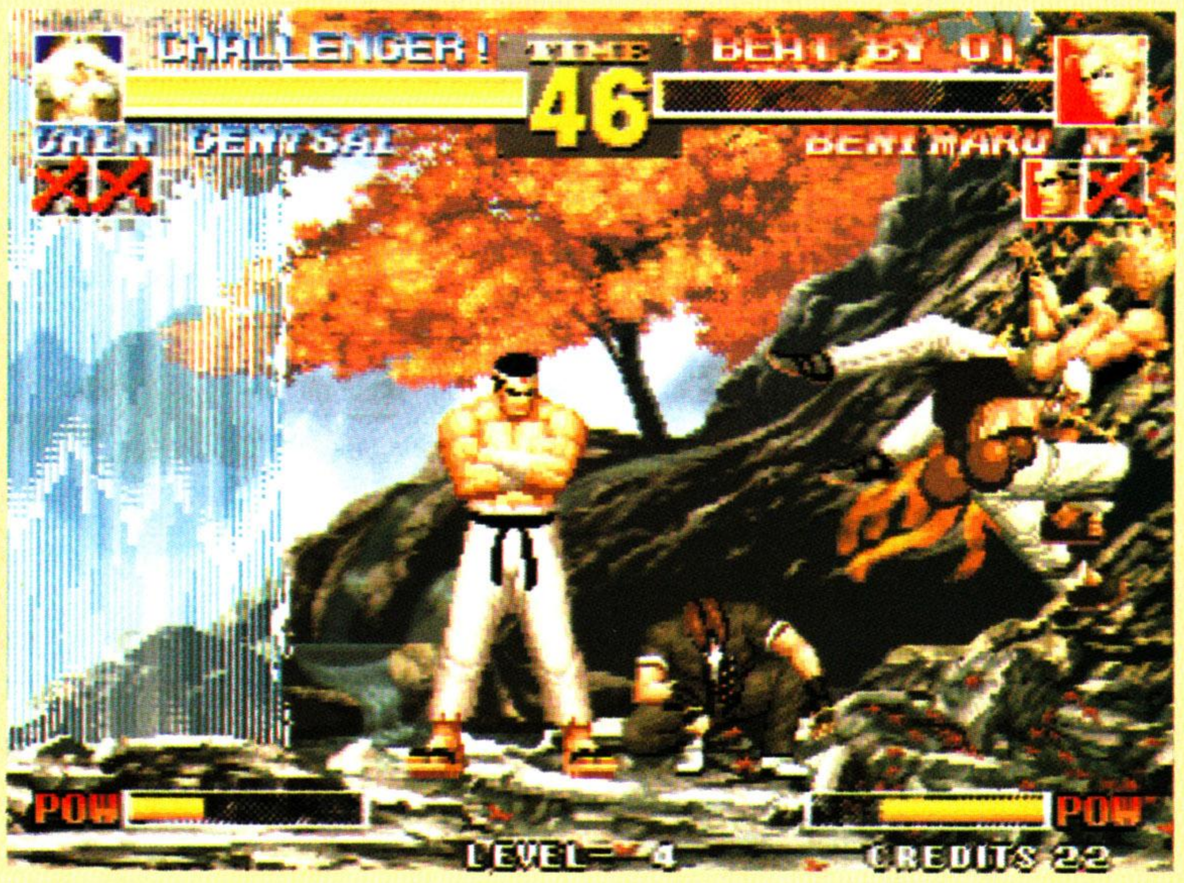


Last year, the greatest martial arts masters in the world gathered to participate in the most incredible fighting challenge ever devised. Eight teams from all corners of the globe participated in the mighty King of Fighters tournament, each fighting the other in pursuit of an elusive prize.

That reward turned out to be the chance to take on the most powerful fighter in history - the evil Rugal, who organised the tournament. The final fight was set on Rugal's battleship, the SkyMother. The purpose behind the competition soon became clear. Anxious to establish his fighting credentials, Rugal had decided to compete in a death-or-glory challenge with the team most likely to defeat him. However, when he was bested in combat, Rugal caused the SkyMother to self-destruct, trying to take the winning team with him. If he could not be the most powerful, no-one would. He failed.

A year later, the surviving heroes of the last tournament receive another summons. Rugal survived the blast and now has his own reasons for initiating another King of Fighters tournament. The same fighters gather for the new tournament, with the exception of the American team, who have been replaced by three, even more powerful participants. Every other challenger has learned new techniques since the last game and is now even more deadly. The stage is set. Let the fight begin.

TRY OUT THE ALL-NEW TEAM EDIT MODE

King of Fighters '94 was rightly praised for the concept of introducing multiple characters into the one-on-one combat game scenario. Rather than winning rounds against the same opponents, KoF introduced an elimination contest. Defeat one opponent and then next in line takes over. The first team to vanquish all opponents is the winner.

This is an excellent idea and it has been expanded in the new '95 edition. You can now create your own team of three fighters from the 24 characters on offer. This allows for over 2,000 possible combinations of team. King of Fighters was always the most long-lasting of fighting games - now its longevity has been increased to near-infinite levels.

Just imagine the possibilities - now you can eliminate the weak links from your favourite teams by replacing them with even more powerful fighters. This truly is the greatest sprite-based fighting game ever.

LEARN THE NEW SPECIAL ATTACKS

Even though the characters were nigh-on perfect in King of Fighters '94, SNK have managed to somehow improve upon their previous efforts for this sequel. Each character has at least one new special move, along with new basic techniques. SNK have also taken note of which fighters had unwieldy moves in the first KoF game. For the sequel, notoriously difficult moves have been made a tad simpler to execute.

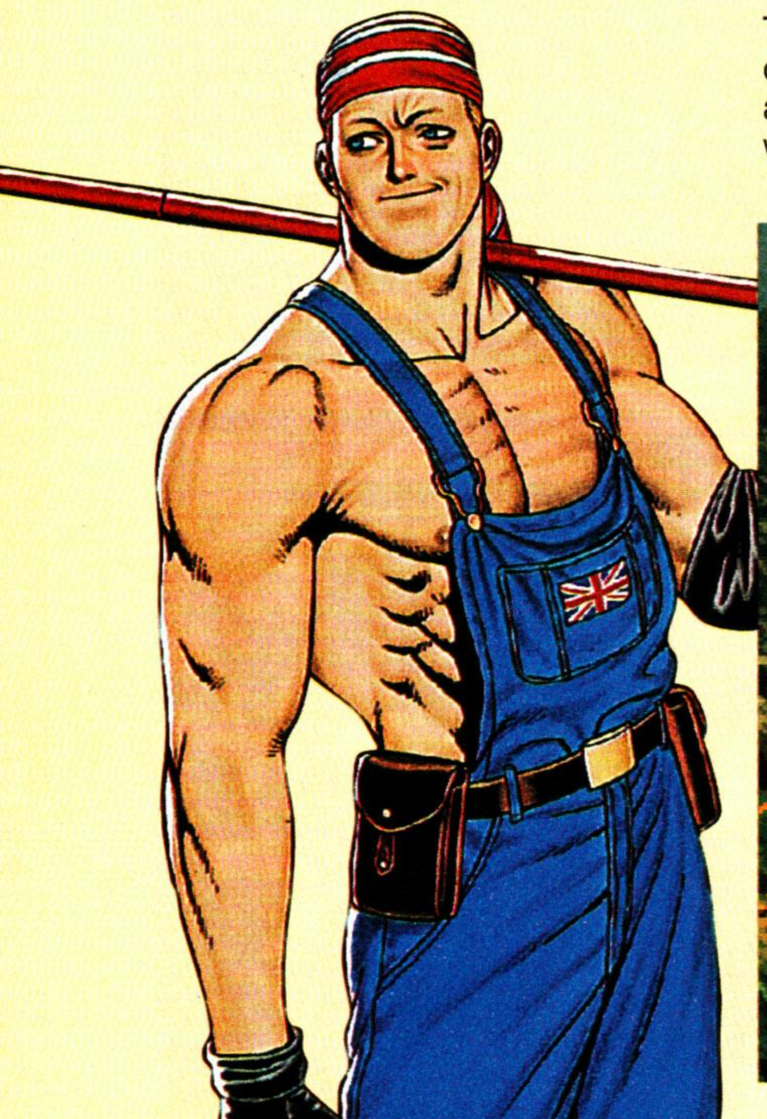
THE NEW TEAM FROM SOUTHTOWN *features Eiji Kisaragi from SNK's Art of Fighting 2. Anyone who played that game will find all of his moves familiar and a lot more powerful now that he doesn't have to power his Rage Gauge for his special attacks.*

- ***SNK'S GREATEST HEROES RETURN TO THE GRAND FIGHT ONCE MORE! CHOOSE FROM 24 CHARACTERS!!***
- ***OVER 2,000 TEAM COMBINATIONS ARE POSSIBLE WITH THE TEAM EDIT MODE!! WHO WILL YOU SELECT?!***

Terrifying Southtown CHALLENGERS e
competition with SINISTER plans...

SNK COMBAT VETERANS BILLY KANE AND EIJI KISAGARI TEAM UP WITH NEWCOMER IORI YAGAMI TO INTRODUCE NEW LEVELS OF MARTIAL ARTS MASTERY TO THE KING OF FIGHTERS TOURNAMENT!!

The original American team from King of Fighters '94 (Heavy D, Brian Battler and Lucky Glauber) were knocked out of the preliminary rounds by a bunch of powerful newcomers to the fighting scene. This new team are the only additional characters to have made their way into the new title so as you might expect, they are truly powerful. But who are these new combatants? Where do they come from? What do they do? Read on...



BILLY KANE

This new fighter is an associate of Geese Howard a man with a bitter vendetta against the Italian Bogard brothers. Howard is the individual behind the formation of the new American team and urgently presses Kane to team up with Kageni Kisaragi and Iori Yakami.

As a fighter, Billy Kane is extremely adept, using his eponymous cane to devastating effect. His club twist and sparrow drop moves provide some extreme damage, whilst two forms of club blow are available to him. His flaming hurricane super is one of the few attacks of this nature which provides some defense as well as offense.

BILLY KANE'S FLAMING HURRICANE *can only be launched if his POW meter is maxed or his energy meter is in the red. To do this attack perform a circular motion on the joystick from down to forward then from forward to back in one continuous motion. Upon completion press the A and C buttons for some hot maxed carnage.*

...ter the

IORI YAGAMI

Yagami is the dark nemesis of Kyo - the Japanese hero of the King of Fighter games. Many generations ago, his family and Kyo's were blood-brothers who jointly developed their powerful martial arts. However, the Yagami family made a pact with a rival clan and since then the families have been bitter enemies. After years in obscurity, Yagami has emerged to wreak revenge on his deadliest rival, Kyo.

Iori shares many techniques with Kyo (who is arguably the best fighter in the game), although he has some new special moves which have evolved as a result of his family's pact with the Orochi clan. Aside from physical appearances, the biggest difference between Yagami and Kyo is the fact that the former's flame attacks are purple as opposed to red.

Despite reacting just slightly slower than Kyo you can still achieve similar combos and defensive manoeuvres. An interesting five-hit combination attack starts with a jumping strong kick or punch. On the ground perform a standing strong punch then input three successive deadly flowers. This attack rivals Kyo's five-hit combo which uses the Spinning Kick instead.

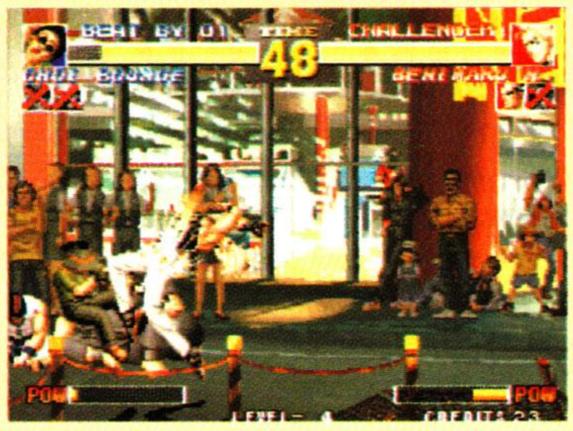
UNLEASH THE DARK THRUST *upon your enemies! Iori's attacks mimic those of Kyo but the flames are purple instead of red! Iori is a strong character but beware the very slow fierce sweep kick. Miss your opponent and you're left open to attack.*

SLICE, SLASH AND BLAST *aside your foes with Eiji's fighting commands. Arch enemy of the Sakazaki family, Eiji must defeat all members of the extremist school and take his place at the pinnacle of the fighting world!*

EIJI KISAGARI

One night, Kisaragi meets with Billy Kane in the SouthTown. Kane successfully enlists him to his cause, little suspecting that the mysterious combatant has an agenda all of his own. Combat game veterans probably know that Kisaragi was a hohum type of character from Art of Fighting 2.

In KoF '95, he's significantly harder, backed up by some exceptionally powerful attacks. He has fireball strikes such as the spirit blast and can also reflect projectile attacks (including super fireballs!). His super move - the mantis punch - is amazing to watch.



FISTICUFF GENIUSES

KYO, GORO AND BENIMARU

Star player in the Japanese team is definitely lead character Kyo Kusanagi, whose incredible speed and fiery attacks remain stunningly powerful. Two new moves - the crescent smash and new wave smash - have been added to his repertoire. Goro is the strongman of the team, able to pound the ground and deck the opponent. He's very difficult to best in the hands of the computer and has a great new move called, believe it or not, the cloud tosser. Benimaru remains as suspect as ever he was in his previous outings, although he too benefits from the addition of two new moves.

KIM'S TEAM

KIM, CHANG AND CHOI

The mixture of small, medium and large still applies to this team. Undoubted heavyweight is Chang Koehan, the iron-ball 'n' chain wielding psychopath, armed with a new vertical move to take out airborne foes. Kim was always a tad on the lacking side, but his new Comet Crusher trips his opponent and scores another deadly hit afterwards. Little man Choi remains as swift and as irritating as ever he was, with two new techniques to execute. Choi's tornado ripper has been improved and now you can steer it around the screen!

THE FATAL FURY TRIO

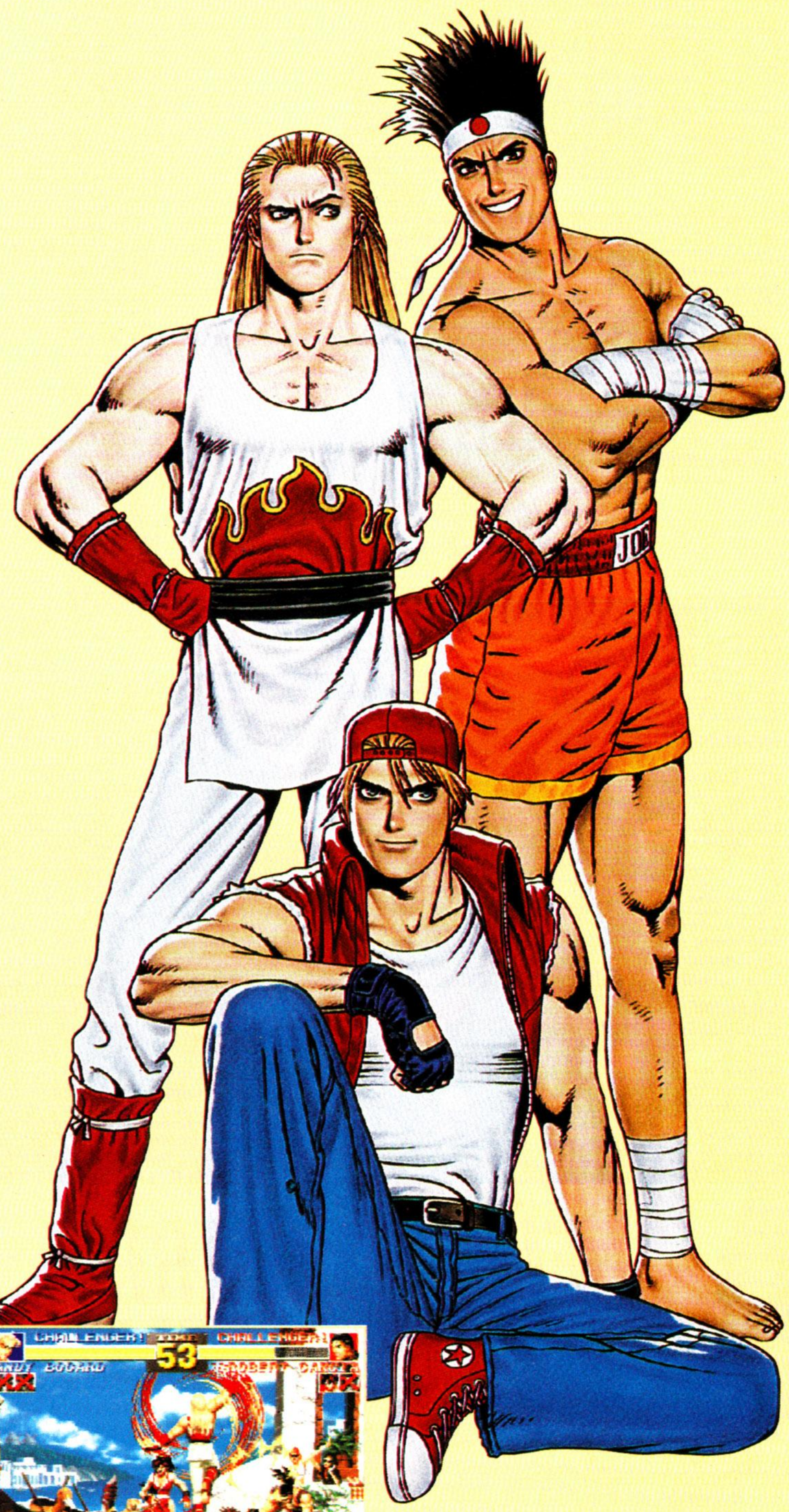
TERRY, ANDY AND JOE

The boys from the Fatal Fury games remain as impressive as ever in King of Fighters '95, retaining their super-powerful special moves and impressive combination potential. Andy in particular benefits from the '95 treatment, with an incredible new dam breaker punch which must be continually repeated for multiple hits and massive damage.

PSYCHIC FIGHTERS

ATHENA, KENSOU AND CHIN

A very bizarre team. Sie is undoubtedly the star attraction of this particular grouping, with an awesome level of dexterity exhibited in a dazzling array of kicks and roundhouses. His new dragon talon tear is interesting! Although bolstered with some new techniques, Athena still relies heavily on her psycho ball fireball and reflector attack. The game's token drunken old man Chin, has had an impressive upgrade with both normal and special attacks being greatly improved. Tie his new Sake Belch attack into combos.



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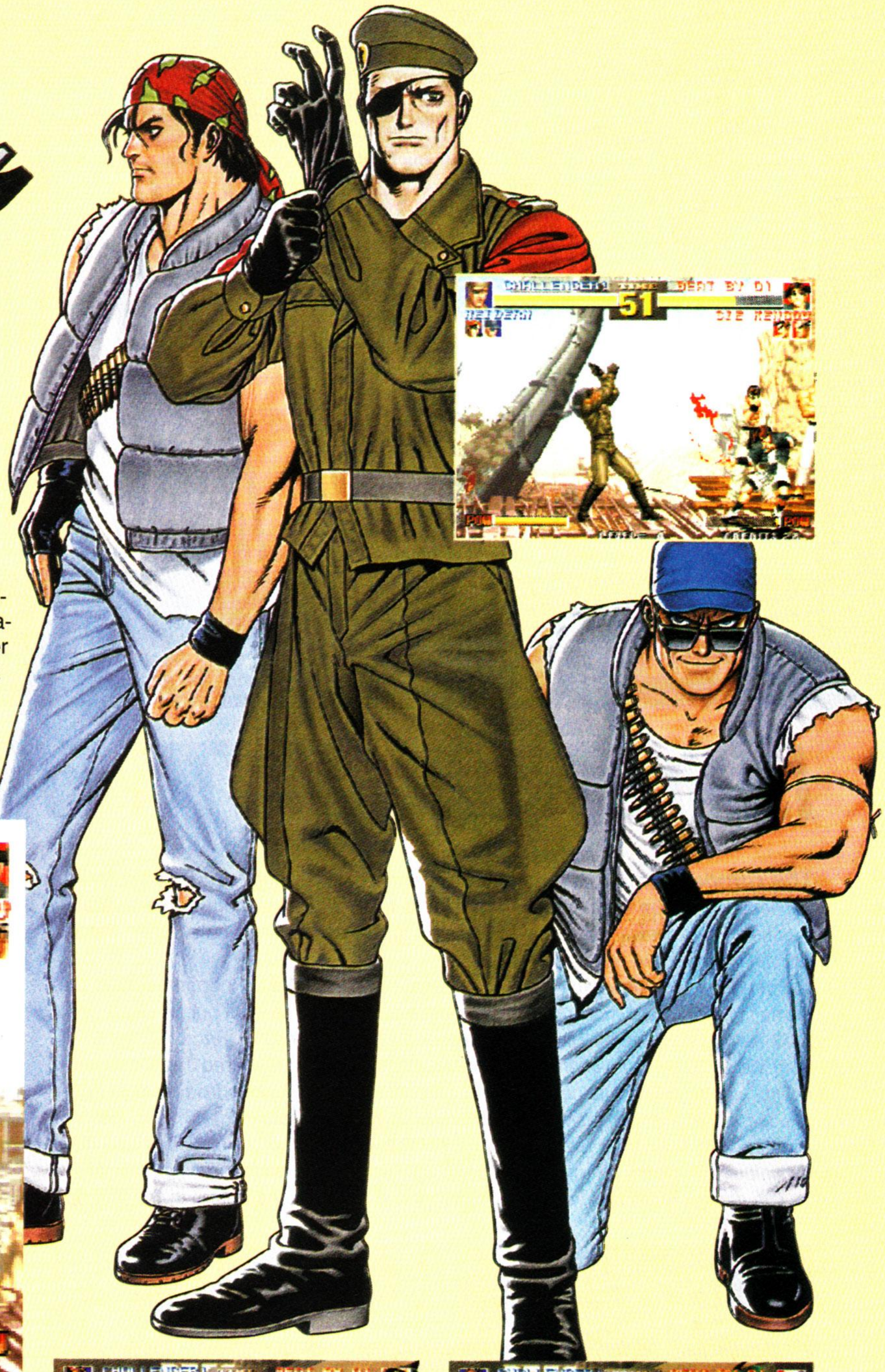
THE KING OF Fighters 95



RAGING SOLDIERS

HEIDERN, RALPH AND CLARK

Brazil have always been a team of powerful heavyweights, and this situation is reaffirmed with the group's arrival in the King of Fighters '95 tournament. Heidern has been made even more powerful, with his full-power attacks inflicting incredible levels of damage. As a result, he's a bit of a cheesy character as simple moves can drain huge amounts from your opponent's energy stock. Ralph and Clark are nearly the same as they were in the last game, although each fighter now has a new key attack each to make these similar fighters a bit more different than before.

MASTERS OF KARATE

RYO, ROBERT AND TAKUMA

In terms of basic special moves, these guys are very similar indeed to Ryu and Ken from Street Fighter, having near-identical dragon punches and fireball moves. Of course, since this is King of Fighters, you can expect a lot more in the way of super-fireballs, lightning leg knockout kicks and of course the rapid fire punches (or kicks, in Robert's case) that is this team's trademark. Still one of the most powerful teams in the game.

PRINCESSES OF PUNCH

KING, YURI AND MAI

The team of three women benefit from a new move apiece, but in form and motion they're much the same as they were in the last King of Fighters game. Yuri is as sprightly as before, but benefits from a new dragon punch type move. Her hundred blows move is still enough to bring out a smile, such is its cheekiness. Fatal Fury star Mai also has a dragon style extra move, and retains her amusingly titled deadly ninja bees attack. Art of Fighting refugee King has a nice new surprise rose attack, but other than that, she's exactly the same as she was in the last game.

The world's TOUGHEST combatants rned for the supreme COMPETITION!!

Is this really VIRTUA FIGHTER 3?

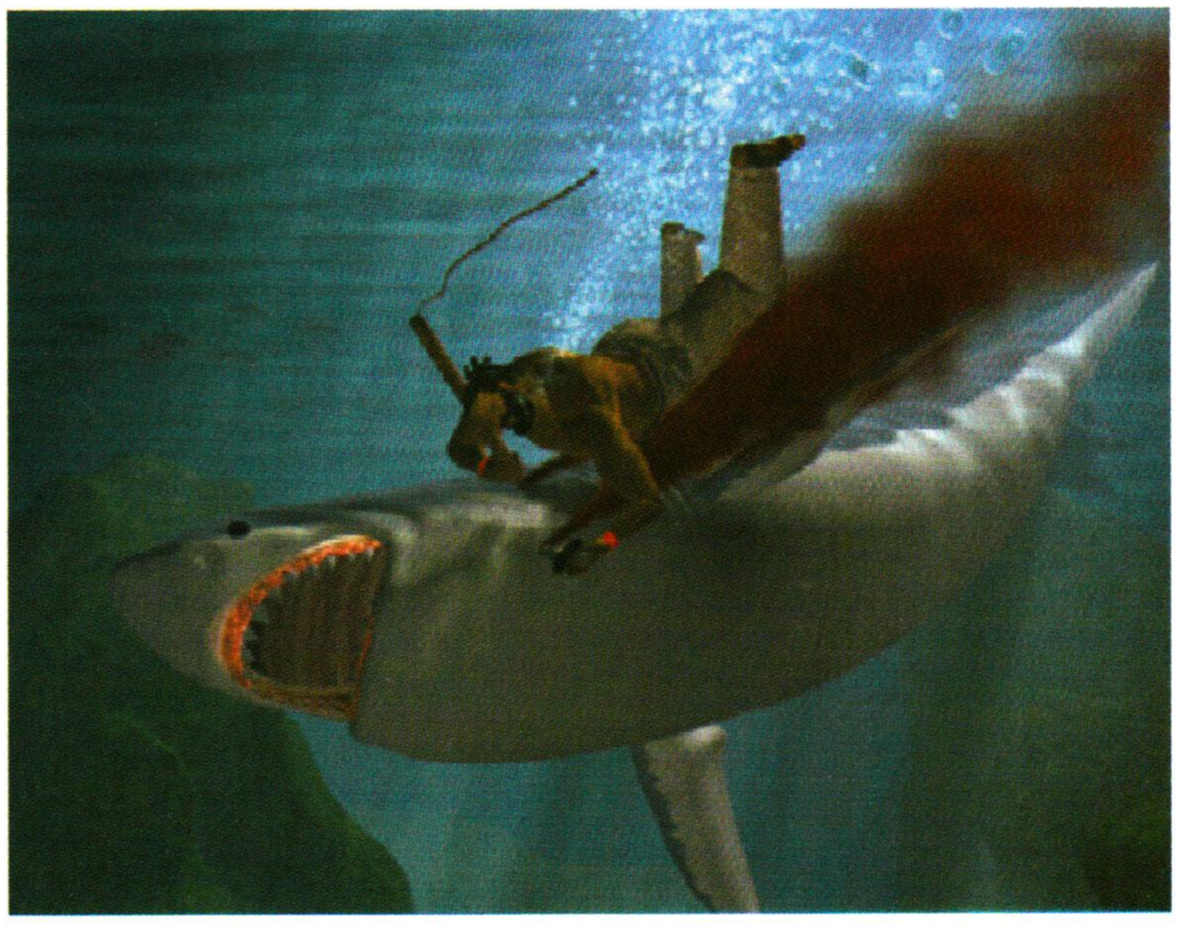
The rumour mill continues to produce yet more fascinating "news" about AM2's forthcoming Virtua Fighter 3. **MAXIMUM** is able to substantiate some rumours thanks to interviews given by AM2 head Yu Suzuki, while some other details remain shrouded in mystery.

First of all, any one expecting any radical new gameplay enhancements in the game is going to be disappointed. The control of the game is all but finalised, with AM2 having developed the appropriate code by customising Virtua Fighter 2. In fact, Mister Suzuki has even been comfortable in allowing favoured Japanese journalists to play this enhanced version in recent months. Reports from said journalists state that the controls are far more fluid and instinctual than in the last VF. Significantly, they also report that the established characters already have new techniques in place, although they were forbidden from revealing what they are.

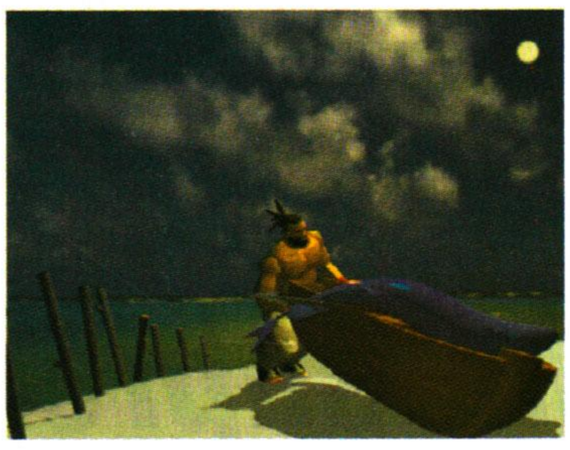
The design team aim to include another two or three characters in the line-up, each with their own fighting techniques that are as alien to VF2 as Shun and Lion's style was to experienced VF1 players. From a selection of ten fighting styles, Mister Suzuki has reduced the number viable to two or three. He has remarked that he is not keen on many more male fighters and will maybe include one more.

All of this info is as close to fact as you are going to get. Recent reports inform us that the Model Three board is now complete in its prototype stage, thus enabling AM2 to finally get to work in producing actual code. The power of this hardware remains unconfirmed. However, one interesting story states that the Virtua Fighter CG disc given away to Japanese gamers (and **MAXIMUM**) features stills from intro sequences designed for VF3. It's said that the characters in these shots are very close to what AM2 have in mind for the new VF.

Just how much of this is actually true is any one's guess. Wait a couple of months and we'll soon see how much of this turns to be anywhere near the truth...



CG in-game fighters possible with VF3!



THE VF CG DISC

100,000 lucky Sega Saturn owners received a special gold disc featuring this artwork (two of which ended up at our offices). Originally planned to make an appearance in Virtua Fighter 3, these images have proved so popular that AM2 have initiated a whole range of CG Saturn discs. Out in October is the first volume, "Dancing Shadow", showing Sarah Bryant in various states of undress. A more macho Jacky CD follows...

SATURN savaged on the NET: Tom Kalinske strikes back

The Internet newsgroups have come alive since the launch of Sega Saturn in the United States - the reception to the machine has been mixed to say the least, with a substantial amount of Sega hate-mail being posted on the 'Net.

It must be said that the majority of Saturn mail has been quite positive, with most people lapping up the likes of Virtua Fighter and Daytona USA with much enthusiasm. Although there has been a lot of moaning about the lack of knowledge possessed by Sega of America's telephone operators, this has dissipated somewhat in recent weeks when US Saturn owners learned that they would be getting Virtua Fighter Remix free.

However, the most criticism of Sega has to do with the quality of the first generation of releases. There is no doubting that the first Sony games look more professional, and graphically speaking they are markedly superior. This has led to some criticism of Sega, the Saturn and indeed Sega employees. In what must be something of a first, Sega of America's President and CEO replied to an open letter sent out by an outraged Internet poster. Considering the amount of hyperbole that sometimes issues forth from SOA, it is a relatively refreshing read, so here, in all its glory is the original, totally unabridged posting from tom_kalinske@segaoa.com...

The following is a response an open letter addressed to me on Usenet newsgroup "rec.games.video.sega" regarding the quality of our new Sega Saturn hardware and software. I hope to address each of the points made in that letter and help clarify any misperceptions our customers might have due to rumors or any actions we have taken. I'd like to think that overall Sega does an outstanding job of communicating, but obviously there is always room for improvement, so here we go.

I wanted to start out first and foremost with comments made in the letter regarding the capabilities of our new Sega Saturn Video Game system. We know that Sega Saturn is the best new system on the market. Let me tell you why.

It is hard to get past the hype when touting one next generation system over another, and we can debate technical specifications on paper for as long as it takes. But in this business, it comes down to gameplay and the entertainment experience itself. So when people actually play the games, we believe Sega Saturn will win in head- to-head competition against our next generation competitors. The serious gamer knows the difference between truth and hype. Sega Saturn has the goods and we are ready to prove it with outstanding first generation games available now (for example BUG!, Panzer Dragoon, Daytona and Virtua Fighter Remix) and incredible next generation games on the way for fall and Christmas.

Yes, we do use several different processors in the Sega Saturn, and we don't apologize for it (as a matter of fact we use 8). Each processor was chosen for specific technical reasons and are each integral parts of our architecture for providing the best in-home video game experience possible. Remember, we have been making the most advanced Arcade machines for years. We knew that no single chip can provide that quality of game play. It takes several different chips working in concert to maximize different aspects of the game experience, including the visual, auditory as well as gameplay itself

We recognize that our technical architecture has initially made SegaSaturn more difficult to develop for than other next generation formats, including the Playstation. But that is also why we know that Sega Saturn is a superior gaming platform. Let me elaborate on that on several fronts:

1. We developed Sega Saturn for the long - term; both for Sega and Sega customers. This shouldn't surprise anyone when you consider the history of Genesis. When you look at current Genesis games compared to the ones that came out 5 years ago, you can see the incredible growth in terms of graphics, gameplay, speed and backgrounds. You'll see the same thing with Sega Saturn games but better; it's a more sophisticated machine and we have development teams with more experience (a dedication that is evident by the fact that more than 40% of Sega employees are dedicated to product research and development. That is the kind of commitment that no other interactive hardware or software manufacturer can make. Put simply, we are dedicated to creating a better gaming experience).

2. We absolutely believe there will continue to be dramatic differences in software as our developers learn to unleash the power of Sega Saturn. We think our first generation games look sensational and have unmatched gameplay, but when you see our second and third generation games this fall, many of which will be translations from hit arcade titles like Virtua Fighter 2, Sega Rally Championship, Virtua Cop, etc., you'll be blown away — and that's still in the first year of the system. You won't see such an appreciable improvement on any other platform. And, most importantly, you won't see any of these outstanding Sega Arcade hits on any other system.

3. Our third parties agree with us on Sega Saturn — EA will be producing their best sports titles for Sega Saturn; Acclaim will produce their blockbuster hits on Sega Saturn; Crystal Dynamics has also announced plans to bring Gex to Sega Saturn. *And Takara is developing an enhanced version of Toshinden for Sega Saturn that will be out at or right after Christmas.* Today, there are more 3rd party titles under development for Saturn than Playstation.

4. The better developers, who initially thought the Saturn difficult to develop for now understand why the Saturn has the capabilities it does, and agree better software and gameplay is possible on Saturn than on any other system.

Now, let me address some issues regarding our recent free software upgrade program for Sega Saturn owners. I am sorry you experienced conflicting messages about the Virtua Fighter Remix offer from the 1-800-SEE-SATURN — we have addressed the issue and there should be no more confusion regarding the availability of Virtua Fighter Remix. We did announce the Virtua Fighter Remix offer on the wire services on August 2; in addition you can now find the release on our home page (http://www.segaoa.com). The bottomline — we are shipping Virtua Fighter Remix to every registered Sega Saturn owner as soon as we possibly can; we are grateful to everyone who bought Sega Saturn early in its market life and providing them with this new version of Virtua Fighter is our way of saying "thanks." [Only American Saturn owners get Remix free, Japanese and UK gamers have to buy it - **MAXIMUM**]

While there may be a contingent of people who like the current *look* of some of our competitor's fighting games, we believe — as do most consumers who have actually played Virtua Fighter and the other games — that Virtua Fighter is the best *playing* fighting game, with more moves (over 700 at last count) and the most true-to-life action of any game in the genre. With Remix, many now also believe it is the best looking (can we paraphrase or quote recent reviews?) [We're not sure that bit should have been left in - **MAXIMUM**] And, now that we have the benefit of smoother polygons and better texture mapping on the original game, I think you'll see that the Virtua Fighter series will be - unequivocally - the best liked in the genre on any platform.

The Virtua Fighter Remix code [was] released for the US just last week, so you should be receiving your copy in the next 4 to 6 weeks. The release process to meet our stringent quality policy is not as simple as many think. We sometimes make significant changes to games originating in Japan to meet our market requirements. It's not always just a matter of changing codes and language. Once our development group makes the changes, our test group puts each title through a rigorous testing process to make sure that the code is bug-free. These are both time-consuming processes, but vital to producing great quality games for the U.S. market.

As far as using the newsgroups for, as you call it, a "living market survey," our people will be sure to identify themselves as Sega personnel on-line. Please feel free to ask them anything — if they don't know the answer, they will find the right person to answer the question.

On behalf of Sega and myself, we appreciate your input, and the input of all Sega customers. And we don't mind hearing from prospective customers as well. We've always prided ourselves on being close to our customers and are not arrogant enough to think that we don't need any help. We make great games and great game systems and if we're proud enough to make and sell them, we are certainly available to discuss why we do what we do. Thanks again for your thoughts and we look forward to providing you and all our customers the best video gaming experience available, whether it is in your home or at the Arcade.

Sincerely,

Tom Kalinske

MAXIMUM NEWS

SS SEGA | MONSTER AM2 COIN-OP
VIRTUAL FIGHTER 2
AVAILABLE CHRISTMAS '95 IN JAPAN PRICE UNCONFIRMED

IT'S ALMOST HERE

VIRTUA FIGHTER 2

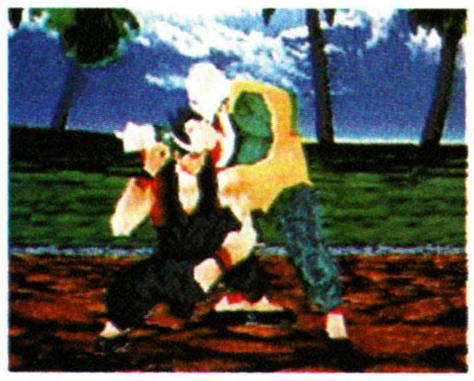
Without a shadow of a doubt, the most eagerly awaited 32-bit product this Christmas is Sega's Virtua Fighter 2. The company's plans for mastery of the next generation marketplace rest on the success of this potentially awesome showpiece of the Saturn's capabilities. MAXIMUM brings you the latest shots along with a few words from AM2 on the trials and tribulations they're experiencing.

After months of demos and much speculation, AM2 have finally reached a stage where they are comfortable in actually showing off in-game shots of Virtua Fighter 2. The conversion has been in progress for over four months now, with AM2's top personnel working extremely hard on the basic gameplay of this incredible product.

Heading up the project is Keiji Okayasu, whose previous credits include Sega Saturn Virtua Fighter and key areas of Daytona USA code. Initially apprehensive about handling the VF2 conversion, he has called upon the full power of the new AM2 Sega Graphics Library and his team's talents to produce a conversion that, so far, looks absolutely outstanding.

The prime area of concern for Okayasu-san is in retaining the speed and fluidity of the Model Two-based coin-op. That means 60 frames a second movement - a task that is proving to be problematic for the team. "If we didn't have to consider the speed, we could do the conversion very quickly," he explains. "But with so much data, we can only move slowly. With Virtua Fighter 1 we could use the

The first actual in-game shots have finally been revealed by AM2!



ACTUAL IN-GAME SHOTS

AM2's Keiji Okayasu has now started to release screenshots of the actual game in action. The top two shots betray the lack of hit recognition in the game at the moment (the bottom pic has been carefully staged).

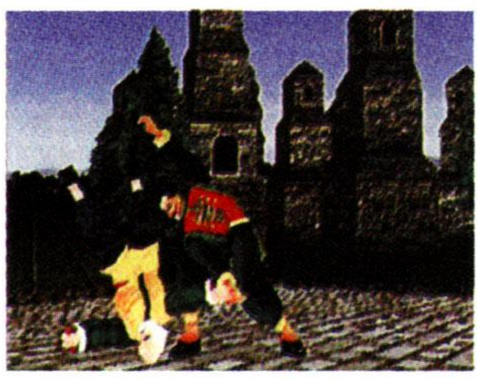
arcade data for each technique with just a few changes, but with 2 there's just too much data. But we have done well, although how is a secret... I think we couldn't have made 2 if we hadn't made the first conversion - but it's just as tough! We owe a lot to the new SGL OS software."

Regardless of the problems involved, AM2 have made considerable progress in the last few months. "We have just about completed all of the characters and the data for their moves," reveals Mister Okayasu. "There's no scoring [hit recognition] as of yet, but you can move the characters and produce their techniques. We have also completed the intelligence routines of the computer - and we've also finished one winning pose for each character... the camera work and replays have yet to be done."

So things are going smoothly then? "Things will get tough from now. We've got the scoring to put in and the speed up." With the Saturn being called upon to compress techniques data as well as coping with the awesome texture-mapped visuals, AM2 are finding it hard to keep the game running at that magical 60 frames speed.

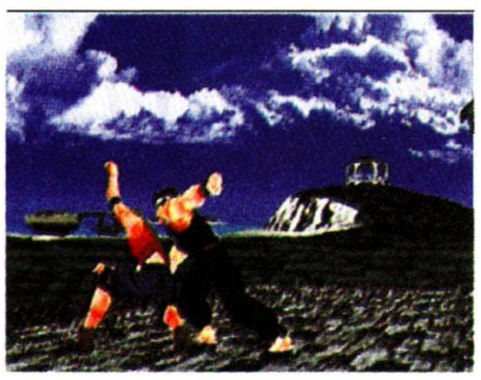
KNOW YOUR AM2 SCREENSHOTS

We can certify that every screen on these pages shows the Sega Saturn work in action. Any shot with the Sega and AM2 logos in the corner are basic demos running at 60 frames per second, designed to show off new backdrops and characters. The rest are taken from the actual Sega Saturn conversion of the game, which was 20% complete at the end of July.



LATEST INFO RELEASED!

The latest set of screenshots released by AM2 show a series of battles taking place in the Sega Saturn conversion of Virtua Fighter 2. The differing camera angles aren't in yet, but already we are starting to get a feel for what form the overall product will take. From our regular scans of the Internet, it is clear that a lot of Saturn owners are worried about the quality of the backdrops in the conversion. From what we've seen so far, it appears that the backgrounds are mostly 2D in nature, scrolling around the play area in a similar fashion to Tekken on the Sony PlayStation. Some 3D objects (such as the legendary bridge on Shun's stage) might make an appearance. From what we've seen of the game, it shouldn't really make *that* much of a difference.



The ultimate Sega Saturn battle should commence this Christmas!

VIRTUA SHORT STORIES

Virtua Fighter 2.1 has appeared in Japanese arcades, boasting small additions to the basic VF2 gameplay based on criticisms from fans. Cheap tactics have, by and large, be totally removed. For example, no longer is it possible to deck your opponent with a simple PK combo. The game has been released in Japanese arcades and should debut here in the next couple of months.

Sega Europe has confirmed that AM1's revamped Virtua Fighter Remix will receive a UK outing. It's currently pencilled in for an October release and Sega are talking about putting together a special, cheap Virtua pack which may also include the CG portrait CD which was given away to 100,000 lucky Japanese Saturn purchasers. Perhaps it's a bit much charging money for a game every Saturn owner already has (and American Saturn owners are getting it free), but the interest in Remix has been overwhelming, regardless.

MAXIMUM has played an alpha PAL version of the game and we're pleasantly surprised by the quality - the speed is only noticeably slower on fast characters like Sarah and Pai and borders are negligible. However, unbelievably Kage's foot is still on backwards when he performs his victory pose! We have conveyed our feelings on this matter to Sega Europe, so hopefully they will sort it out.

Progress on Virtua Fighter 3 is being hampered by the late arrival of the Model Three board at the Sega of Japan AM2 offices. The original plan was to release VF2 on Saturn just as the sequel hit in a virtual rerun of last November's gargantuanly successful activities in Japan (VF1 on Saturn, VF2 in the arcades). Virtua Fighter 2 remains a late '95 release with VF3 appearing as and when it is ready.

AM2's head, Yu Suzuki has revealed that he has been working with top Japanese pop groups for the soundtracks to Virtua Fighter 3. Each character has their own distinctive track, with Sarah's being Mister Suzuki's personal favourite.

Surprise of the month has been the Megadrive 32X version of Virtua Fighter, coded by the team responsible for Megadrive Virtua Racing. It's a lot blockier than the Saturn game but the gameplay is nigh-on identical and the addition of new camera angles and tournament modes is excellent. If only it had been released a year ago, it might have been a different story for the upgrade...

However, with so much work now complete, Mister Okayasu has a whole team of people working on getting the speed up to scratch by constantly optimising the most time-consuming code.

Let there be no doubt - Virtua Fighter 2 should be the most incredible next generation release of the year. No other game scheduled for this year fills the MAXIMUM team with as much excitement as this AM2 title. We will be following the development of this particular title *very* closely...

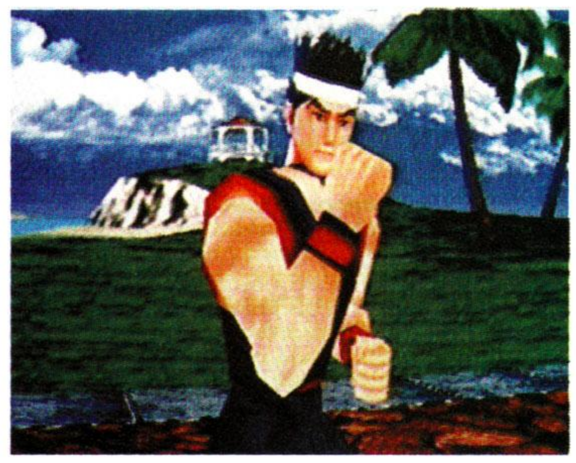
VIRTUA FIGHTER FAQ

It must be said that there is a huge amount of questions about the Saturn conversion of Virtua Fighter 2 - questions that only AM2 can answer. So here's a quick summary of the extra information we have gleaned.

Virtua Fighter 2.1 has just debuted in Japanese arcades - AM2 have confirmed that some of the changes may make their way into the Saturn game, but can't confirm anything as of yet. New Saturn-specific modes have been confirmed. The versus mode of the first conversion is a certainty, with AM2 keen to incorporate a tournament mode in the style of the forthcoming 32X Virtua Fighter conversion. Ranking mode was a hidden extra in the arcade VF2 and again will appear in the Saturn version.

Sega arcade games are renowned for the sheer scope of hidden bonuses contained therein and Mister Okayasu's conversions have been noted for incorporating every single last one of them. Again, this has been confirmed for Saturn Virtua Fighter 2, so we can expect to find the hidden remixes of Jacky and Sarah's tunes from VF1 along with the slow-motion replays (and much, much more).

Dural will be a selectable character, just like it was in VF1 and Remix. In fact, this is possible in the VF2 coin-op - Japanese publication Gamest has been goading us with pictures of a player-controlled jet-black Dural for months, but hasn't revealed how to select it. But the biggest question of all remains, when is it coming out? This is one area where AM2 are remaining cagey. On all Japanese schedules to date, it is slated simply as a '95 release, with Sega Europe keen to release the game this year as well. Unlike Virtua Fighter and Daytona USA, it's clear that AM2 are going to take all the time they need to get a near-perfect conversion.



THE THROWS ARE COMPLETE

AM2 are working on the game's collision routines as we speak and have already made some progress (see the Lion/ Akira picture above). However, the throwing routines use a totally different piece of code and that is complete - hence the Jeffry picture, above. Yes indeed, Virtua FIghter 2 on Sega Saturn is looking like the most promising fighting game currently in development.

The player select screen is complete, all but two of the characters have been revealed - VF2 looks hot!

SS CAPCOM
REAL BATTLE ON SATURN AND PLAYSTATION
STREET FIGHTER ON FILM
AVAILABLE NOW IN JAPAN PRICE 5800 YEN

CAPCOM TRY NEXT

CAPCOM LAUNCH SUMMER FESTIVAL WITH CD LINE UP

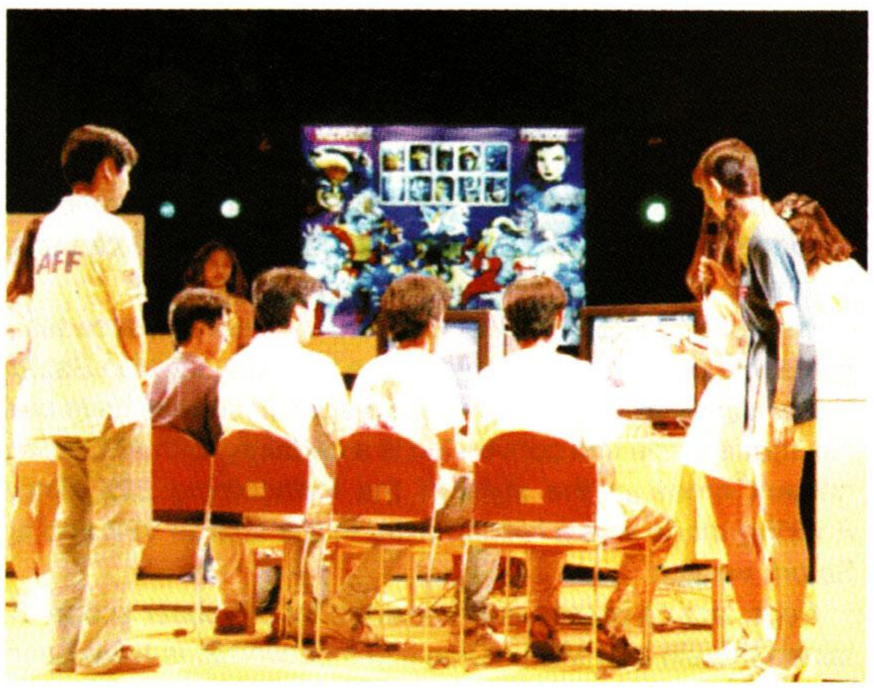
Dateline: August 10, 1995. Capcom hosted their annual summer battle event in Japan, where over 5,000 fighting action game fans gathered for the ultimate test of their combat skills.

This year's festival was far greater in scope than any that had come before it. Rather than testing players' skills on one established game, Capcom chose to unveil three new next generation consumer products. Players needed to master Street Fighter: Real Battle (the movie game on Saturn and PlayStation), X-Men on Saturn and the main event, coin-op Street Fighter Alpha. The PlayStation version of DarkStalkers was scheduled to make an appearance, but was withdrawn at the last moment due to development problems.

To pass the preliminary rounds and enter the semi-finals, players had to beat off five other competitors. If they lost even once, they were knocked out. The top four people from each game came together for the final. This was a real test of ultimate skill and endurance as the finalists had to battle it out on every game and not lose even once. It proved to be super-challenging as three of the four titles had yet to be released.

The overall winner was Mister Masahiro Miyamiti, aged 17 years, from Saitama. He triumphed over all odds to win convincingly on both versions of Street Fighter: The Movie (as Ryu), on Street Fighter Alpha (as Ryu) and on X-Men (as Cyclops - the X-Man equivalent of Ryu - can you see a pattern forming?).

The ultimate Capcom fighting challenge - staged in Japan!



THE TRY NEXT CHALLENGE

The Capcom Summer Festival is one of the largest fighting action game tournaments in the world and this year, the company bested its own efforts with one of the most enjoyable challenges yet. Although promoting the lacklustre Street Fighter: Real Battle, gamers were overall satisfied with the overall quality of the Sega Saturn conversion of X-Men: Children of the Atom. Masahiro Miyamiti receives his prizes (far left).

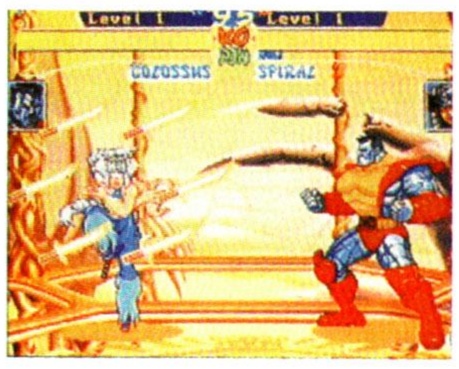
X-MEN ON THE SEGA SATURN UNVEILED!

One of the most popular sprite-based one-on-one beat 'em ups is Capcom's X-Men: Children of the Atom. Capcom's combat know-how combined with Marvel's universally recognised characters made for a superlative combat experience.

The Saturn conversion premiered at the Summer Festival and was met with universal approval from the 5,000 assembled hardcore combat gamers. As is Capcom's habit, the amount of characters selectable on the pre-release version was limited. Players had to made do with Cyclops, Wolverine, Psylocke and Iceman. However, as our screenshots of the Saturn versions show, just about all of the characters have been completed and the game is well on schedule for its September 29 Japanese release date.

From what was shown at the festival, it's clear that Capcom have managed to incorporate just about every feature from the original coin-op and X-Men fans are unlikely to complain. We did see some on-screen glitching, but Capcom did stress that the version on display was only 50% complete.

You can expect a full extended play feature in the next edition of **MAXIMUM**.



THE X FACTOR

Slated for a Japanese release on 29 September, X-Men on the Sega Saturn looks like being the first truly excellent sprite-based beat 'em up to hit Sega's home system. Actual Sega Saturn shots of the game are shown on this page.

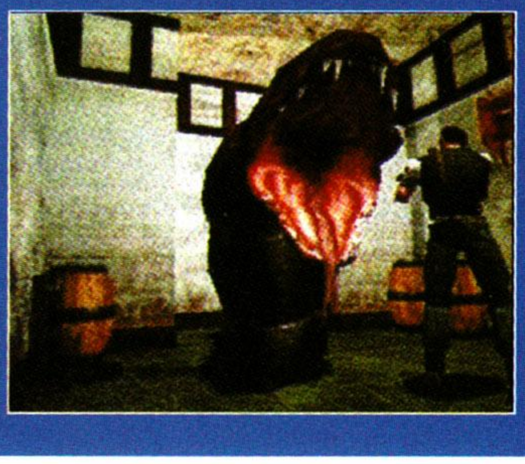
CAPCOM SHORT STORIES

The big announcement of the show concerned Street Fighter Alpha. Capcom confirmed that it has just started development of Sega Saturn and Sony PlayStation versions of the game, due next year.

The whole festival was hosted by semi-celebrity, Ijyuin Hikaru - a Japanese comedian of some note.

Three guest singers performed on-stage on the occasion, including the vocalist behind the soundtrack for the Street Fighter animated movie.

Throughout the entire show, Capcom's video-walls showed clips of the animated movie, the highly successful TV show, cheat and hints and sundry Capcom news. Most promising of all was a series of rendered animations showing next generation Capcom projects in the works. The most promising game in the works is the all-original Biohazard, Capcom's first 3D title on PlayStation - a picture follows.



STREET FIGHTER REAL BATTLE ON FILM

A few days after the Summer Festival concluded in Japan, Saturn and PlayStation owners were able to purchase Street Fighter: The Movie (or Street Fighter: Real Battle as it is known in Japan). Copies of the game were duly despatched to the **MAXIMUM** offices. What is truly remarkable about the game is that it is virtually identical on both 32-bit platforms - there's certainly not going to be any "my machine's better than yours" debates based on this one game.

That aspect apart, Street Fighter: The Movie is a wholly unimpressive game. Clearly Capcom has tried to capture the appeal of Mortal Kombat with their digitised characters but the effect is totally unimpressive. Lacklustre animation makes the poorly defined sprites look even worse than they do in still shots. Also unbelievable is the fact that this game bears very little resemblance to the Street Fighter: The Movie game which was reasonably successful in the arcades.

Acclaim has signed up the European distribution rights to this game, and it's due over here by Christmas.

One of the most entertaining diversions at the event was the obligatory fancy dress competition. The winner was an excellent rendition of Guile in his blue Hyper Fighting costume - his plastic yellow hair was most interesting. The runners-up were Gallon (from DarkStalkers) and someone who dressed up as the chicken from the Chun Li stage of Street Fighter II!

Capcom's message at the event was: "As we enter the multi-media era, Capcom continues to increase sales as an ever-expanding company into movie videos, CDs and merchandising products. But games are its core business and TRY NEXT is the new logo for the next generation of computer game machines that Capcom is developing for."

Capcom finished the festival with show stopping news of an incredible new feature in Street Fighter Alpha that allows two players to battle together against M Bison! Capcom decided to include this feature after watching the final scene in the Street Fighter Animated Movie. Cheat revealed next issue.

STREET FIGHTER: THE MOVIE

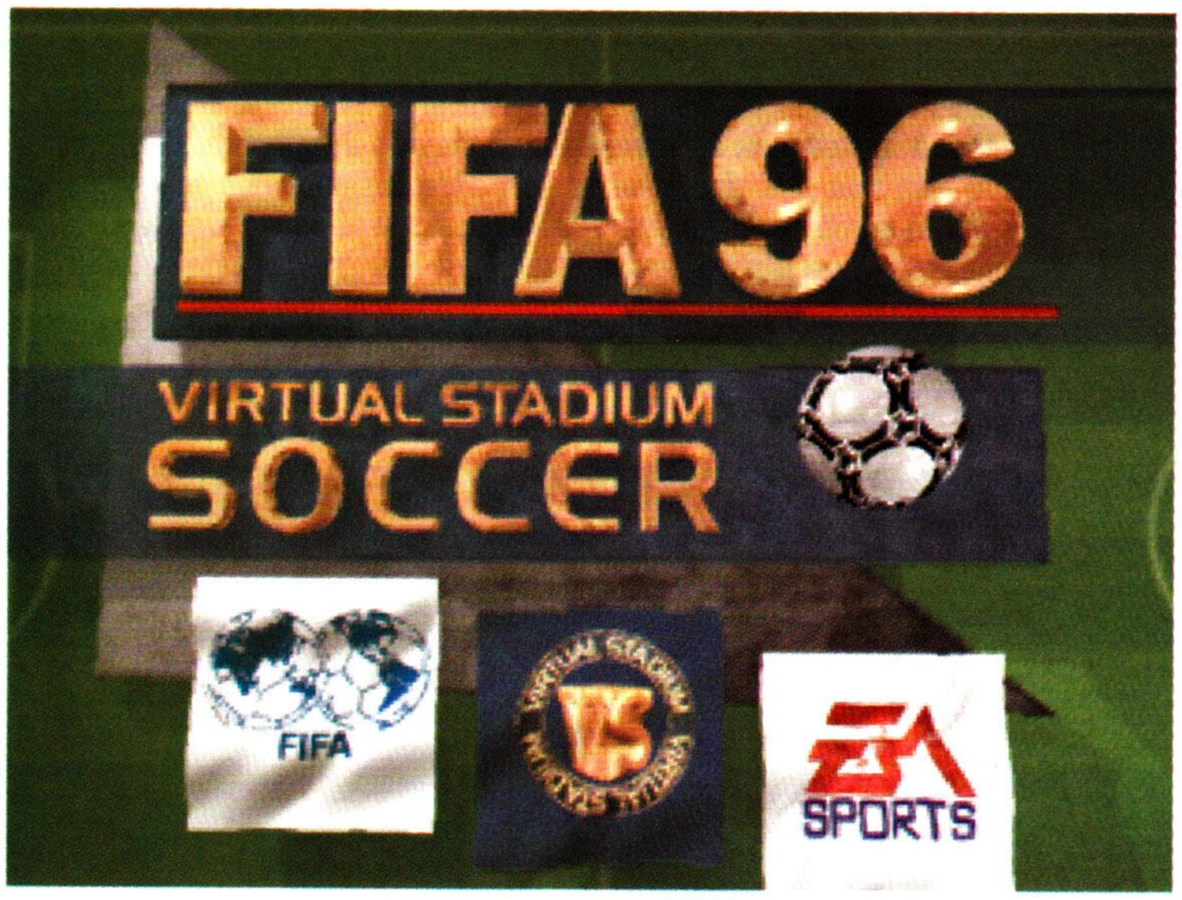
Despite the lacking visuals, the gameplay in Street Fighter: The Movie is pretty much identical to Super Street Fighter II Turbo. Each of the characters has all of the moves from the SFII Turbo and the same scope for combination attacks is evident. However, it must be said that the gameplay slows down with certain moves, which struck us as being extremely odd.
Although all of the actors were apparently filmed performing their moves for this game, a lot of the characters are almost totally unrecognisable - for example, Cammy looks almost, but not quite, completely unlike Kylie Minogue. So, it's not that bad after all, eh?

DIGITISED CHARACTERS DEBUT IN A CAPCOM PRODUCT

Romstar's coin-op version of Street Fighter: The Movie is a markedly superior game to this particular effort. Although the two games look similar, it has to be said that the coin-op is light-years ahead in terms of looks than the home game. The worst thing about the home versions isn't apparent in these screenshots - the animation is dreadful.

ON THE 'EAD SON!

ELECTRONIC ARTS LAUNCH SPORTS ATTACK ON ALL FORMATS!



As with a great number of software companies recently, EA have been keeping their cards very close to their collective chests. Minimal console releases have provided the opportunity for some serious development both in the UK and abroad.

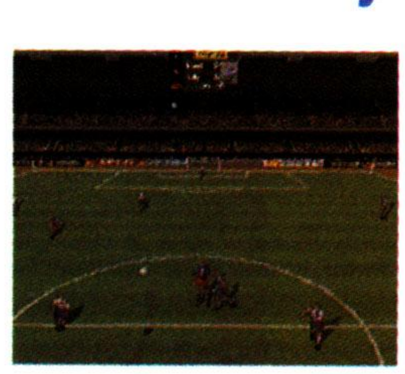
And now with the Saturn on general release and the PlayStation hotting up to hit the shelves in a couple of weeks, the big guns are rolling out to show off the next generation of their PC CD-Rom and super consoles. First in the new line of next gen titles from EA are, as you'd expect, the benchmark sports games of many a 16-bit console - the FIFA, NHL, and PGA licenses.

Over the years these select licenses have dominated the games market with innovative factors in playability and graphics, not to mention yearly updates for the stats obsessed American players. So what does the future hold in store for the software company with more Christmas number ones than Cliff Richard? Join the Maximum Express as we uncover the brave new world of EA Sports.

FIFA '96 on Saturn and PlayStation!!

FIFA '96 ON THE SATURN!

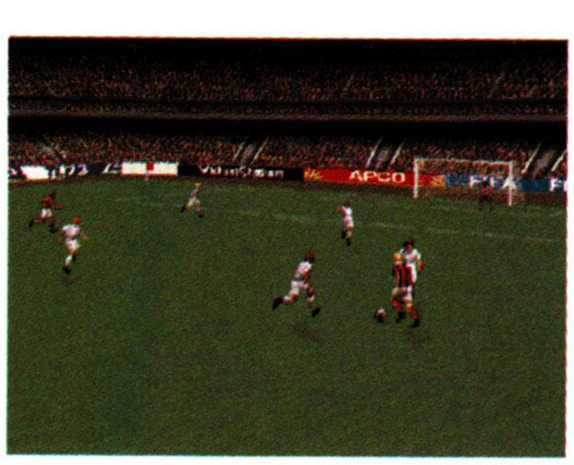
Here is the first look at the 3D Virtual Stadium technology employed in the Sega Saturn version of FIFA '96. The game is pretty much identical to the Sony game in this early stage of development and is shaping up to destroy Sega's Victory Goal - the only other contender on Saturn. Expect a superlative aural onslaught to back the footballing proceedings.

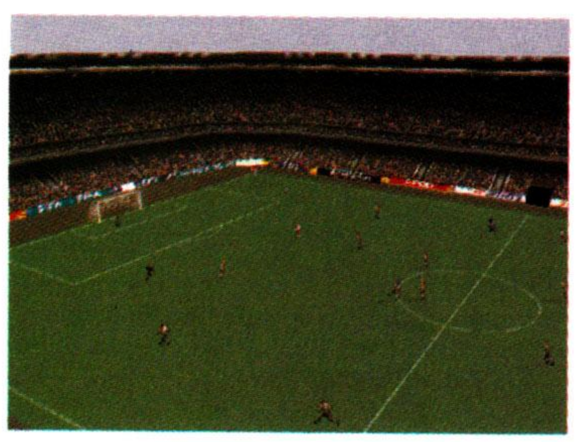


FIFA '96 ON THE PLAYSTATION!

Sony owners are about to be deluged with a torrential downpour of Sony football offerings, including Gremlin's Actua Soccer (also featured on these news pages). It's pretty fair to say that Electronic Arts' FIFA offering promises to be one of the very best of the bunch. Other decent competitors include games from Japanese giants Namco and Konami.

Electronic Arts launch awesome Virtual Stadium technology!





At the heart of the new FIFA and NHL titles lies the previously mentioned Virtual Stadium™ technology. Basically, before the advent of the 32-bit technology, all EA Sports titles were in basic 2D (although Madden made some effort to put a 3D slant on the proceedings). Now, with the super polygon-shifting power of the next generation systems, EA have been able to do away with two-dimensional playfields and introduce realistic 3D environs complete with realistic laws of physics.

FIFA '96 - Virtual Stadium Soccer

Hailed as one of the greatest football sims of all time - especially on the ISS-free Megadrive - FIFA has stormed the console charts on every format in every incarnation.

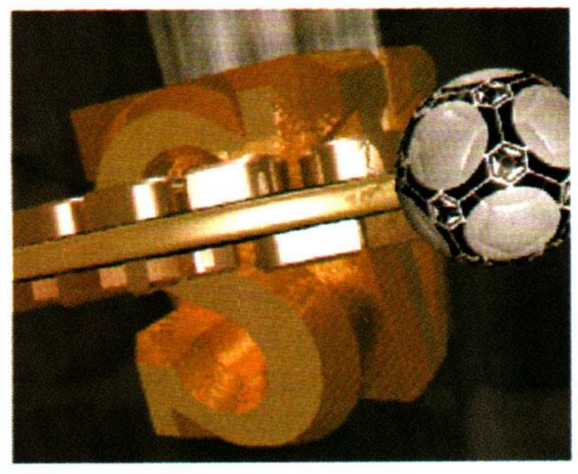
FIFA '96 spells a new beginning for 32-bit sports from EA. Featuring the homegrown Virtual Stadium technology, the game boasts upgraded intelligence for player and CPU teams, fully-rendered characters, and multiple televisual camera angles.

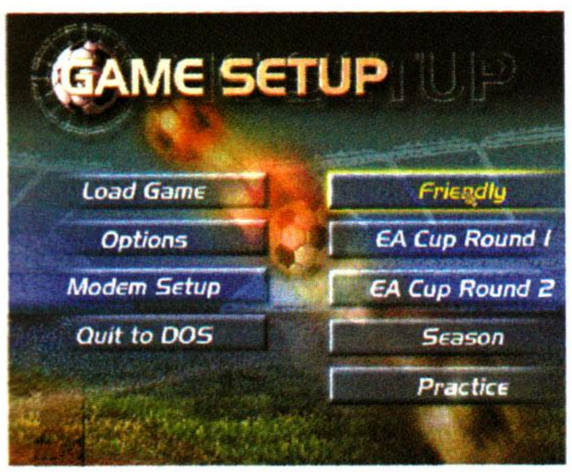
In addition to the 32-bit graphical and audio improvements, gamesplayers in the UK have the voice of football, John Motson, to commentate on the match. An amazing 1,500 samples of player and team names, tactical observations, and immortal Motty-isms have been packed in to add an even greater sense of realism to the matches. The effect is quite superb - EA even went to the lengths of getting Mister Motson to say each and every phrase four times in a different tone to ensure

that the commentary doesn't sound too "robotic". This feature is definitely slated to appear in the PC CD-ROM version and memory allowing will appear in the Saturn and PlayStation games.

All the options you'd expect from a FIFA title are a button's press away, but now an added coaching feature gives the game more of that elusive and popular Player/ Manager aspect with the direct effect of altering a team's performance to your rigourous specifications.

Fans of the series can also expect more teams than ever to select. A staggering 300 international teams from 12 leagues are playable and include individual statistics for each player, who coincidentally have their real names (and yes, Motson says them all!).





SKILLFUL PRESENTATION

The EA Sports series has always been remarkable for its stunning presentation. The old FIFA soccer games had some of the best presentation yet and EA's Canadian wing has improved it even more with the advent of 32-bit technology. Designed to be easy on the eye and exceptionally simple to grasp, the EA Sports titles on the next generation platforms promise to be easy to get into and super-playable once you have gotten into them! No-one should have any complaints about the diversity of options in FIFA '96 - as you can see from the screenshots, it's pretty complete in that regard.

NHL HOCKEY '96 - Virtual Stadium returns!

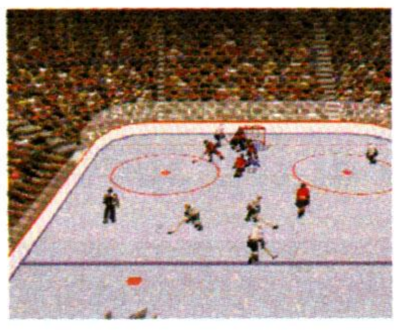
A previously under-exposed and almost unheard of sport this side of the great divide, the original NHL on the Megadrive was a benchmark title and thanks to the reputation of John Madden Football and an excellent review in Mean Machines, it became an instant classic.

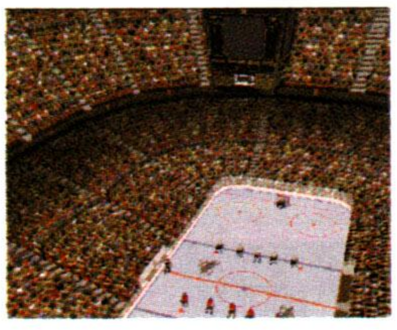
Through the years the NHL series has served the needs of hockey freaks on both sides of the Atlantic with yearly updates of the national teams and players, and various improvements of the gameplay. The latest version, however, follows the same vein as FIFA in its jump to the 32-bit marketplace.

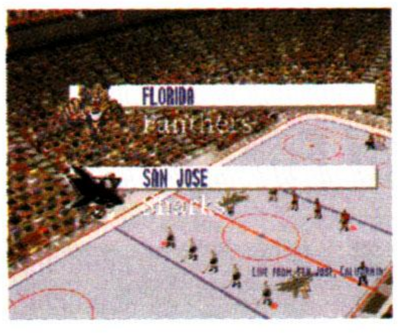
The Virtual Stadium makes a reappearance with its nine camera angles, swooping and switching over the ice to give that true cozy in-front of the telly feel. The players are all statistical representations of genuine players, and in addition an edit feature has the power to create personal visions of ice rink perfection.

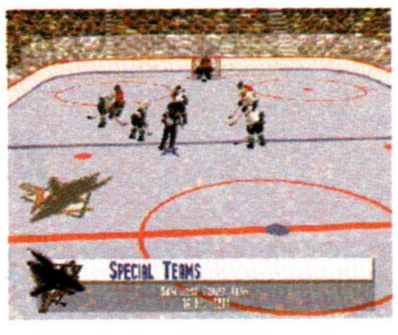
Fight fans have also been accommodated with the inclusion of the option to check the opposition with glove, stick, or just plain body! Foul or aggressive play on the part of any team can suddenly spark the teams into brawl mode. This feature was actually removed from a couple of the original 16-bit versions, which provoked much anger from gamesplayers - but now it's back!

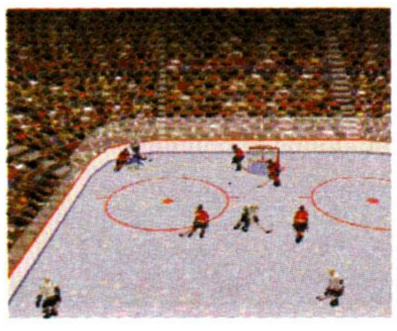
To give NHL '96 its bone-crunching sense of realism, the in-house development team created their own version of a motion capture system to emulate the player movements. Rejecting the higher end approach adopted by other software companies, EA simply opted for video footage to effectively recreate the realistic skating and play movements.











NHL HITS THE 32-BIT SYSTEMS

It has to be said that the Virtual Stadium technology in NHL is pretty advanced. While the 16-bit games offered plenty of replay potential, the use of a 3D engine means that gamers will be able to check through their most sterling efforts from all manner of different camera angles.
This was first pioneered in 3DO FIFA and proved to be a particularly memorable addition to the EA Sports game "recipe"

THE FIGHTS RETURN

The original EA Hockey (as it was known) on the Megadrive featured ice hockey action second to none, but better than that, fights broke out when after a particularly "cynical" bit of play.
This enjoyable game aspect was removed from subsequent EA Hockey updates, but returns with a vengeance in the 32-bit versions of NHL. And rightly so.

MORE EA WITH PGA '96

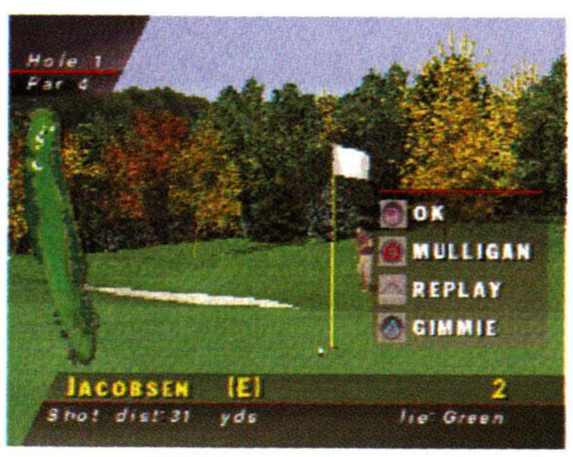
Last, but not least, in the EA sports next generation portfolio is the latest in the line of PGA games.

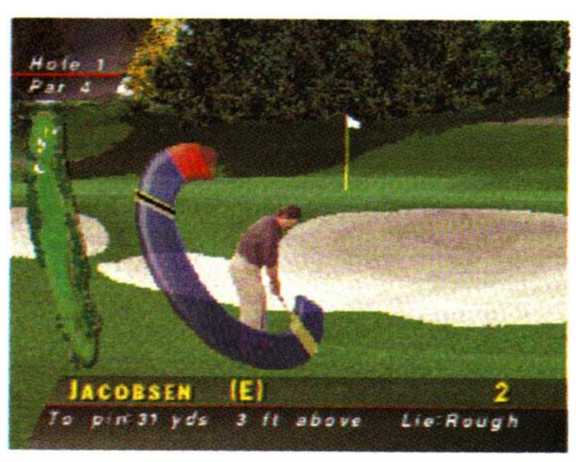
A succession of hits on console and PC formats, the computer had the edge with detailed graphics and information on all of the courses. And now with the advent of CD-ROM Saturn and PlayStation owners can enjoy the same treatment, only this time even the PC version has been given a fresh new look.

Pro golfers Fuzzy Zoeller, Tom Kite, and Peter Jacobson are among the 15 available players, five up on the last outing. All players have been digitised in front of blue screen video capture technology to give even greater sense of photo-realism to the matches. Watching those swings, you would almost think you were there!

In addition to the improved clarity for the 3D courses, including every bunker and bit of rough from the real McCoy, detailed FMV guides to each course and player have been packaged on the CD. It is now possible to view any course from real-time flybys and evaluate a particular hole from every conceivable view. Expect PGA on PC out soon with the super console versions hitting the streets in the next few months.

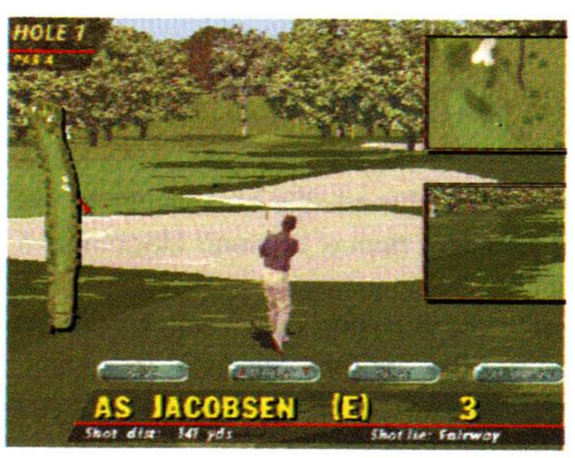
Let there be no doubt - PGA has always been the greatest golfing simulation money can buy - PGA '96 takes the best and makes it even better. We really are looking forward to this one...





PGA '96 ON THE PLAYSTATION!

To many, the opportunity to play PGA Tour Golf on the Sony PlayStation is like a dream come true. Electronic Arts' golfing simulation has always been the very best on just about every platform going (save Super NES) and coupling that brilliant gameplay with the new technology should result in a stunning game. The three shots to the left show the Sony PlayStation game in action - the four shots below depict some golfing action as it appears on the PC version of the game. Both versions are due for release around October time.



HAVE YOU GOT THE NEED FOR SPEED?

Need For Speed is now headed for PC CD-ROM, bringing with it that superb sense of realism that entralled thousands of 3DO owners.

Building on the original, the new PC version offers eight top of the range sports cars for reckless racing - Lamborghini Diablo VT, Ferrari 512TR, Dodge Viper RT/10, Porsche 911, Chevrolet Corvette ZR-1, Acura NSX, Mazda RX-7, and Toyota Supra Turbo.

The PC version also features enhanced graphics and sound, plus an additional five routes to race on, making a total of eight. But the bonuses don't end here, thanks to the PC's very handy networking system, two players can go head-to-head.

Need For Speed also joins the other sports sims in the multiple camera angle stakes. Players can opt for the varying views from inside the car to overhead, the best sense of realism coming from the cockpit.

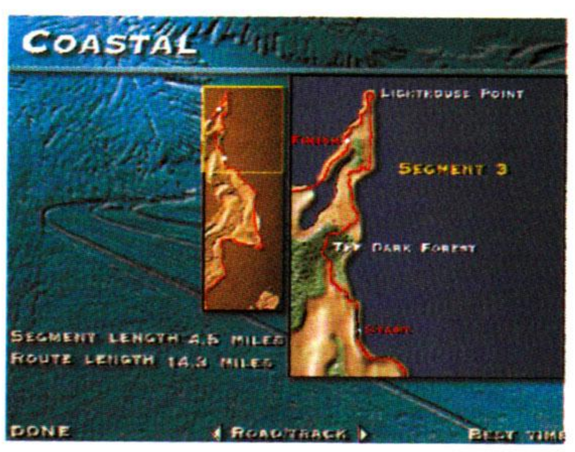
Two modes are on offer - a super-detailed effort for Pentium-owning SVGA freaks and a speedy, but slightly blocky VGA mode. To be honest, you are going to need a really hot Pentium to get this one up to the speeds of the 3DO version in hi-res mode, but VGA should suffice.

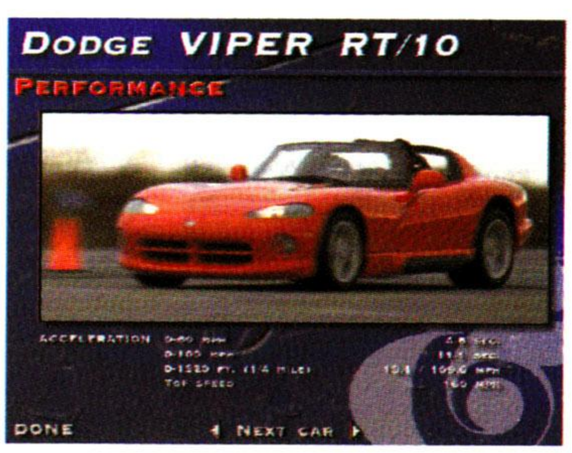
This is shaping up to be yet another epoch-making PC release from EA. A full review will pop up in the pages of **MAXIMUM** closer to the title's release.

Need For Speed is heading for the PC at top speed!

FEEL THE NEED FOR SPEED!

The basis of Need For Speed's excellence must undoubtedly be its sheer realism. Never before has a videogame attempted to be so close to actually driving a real car. It must be said that Need For Speed on 3DO became an instant MAXIMUM classic and we're greatly looking forward to this PC version and the potentially incredible network racing it proffers.



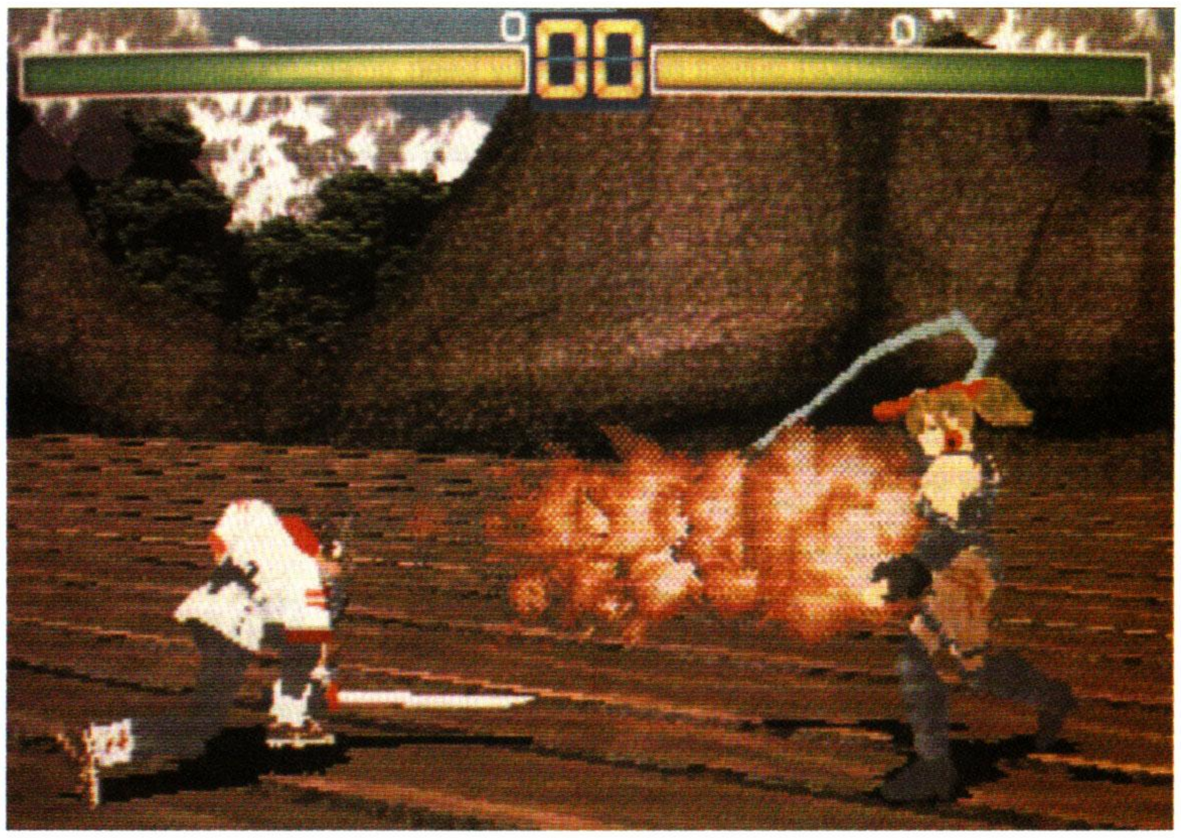


PS | BATTLE ARENA
TOH SHIN DEN 2
TAKARA | RELEASE AND PRICE UNCONFIRMED

BACK TO THE ARENA

NEW TOH SHIN DEN ON SATURN AND PLAYSTATION!

After RIdge Racer, the first game to really impress when the PlayStation was released in Japan was Takara's Toh Shin Den (the UK version of which is reviewed later on in the issue). Now, Takara reveal plans for the PlayStation sequel and team up with Sega for a Saturn conversion.



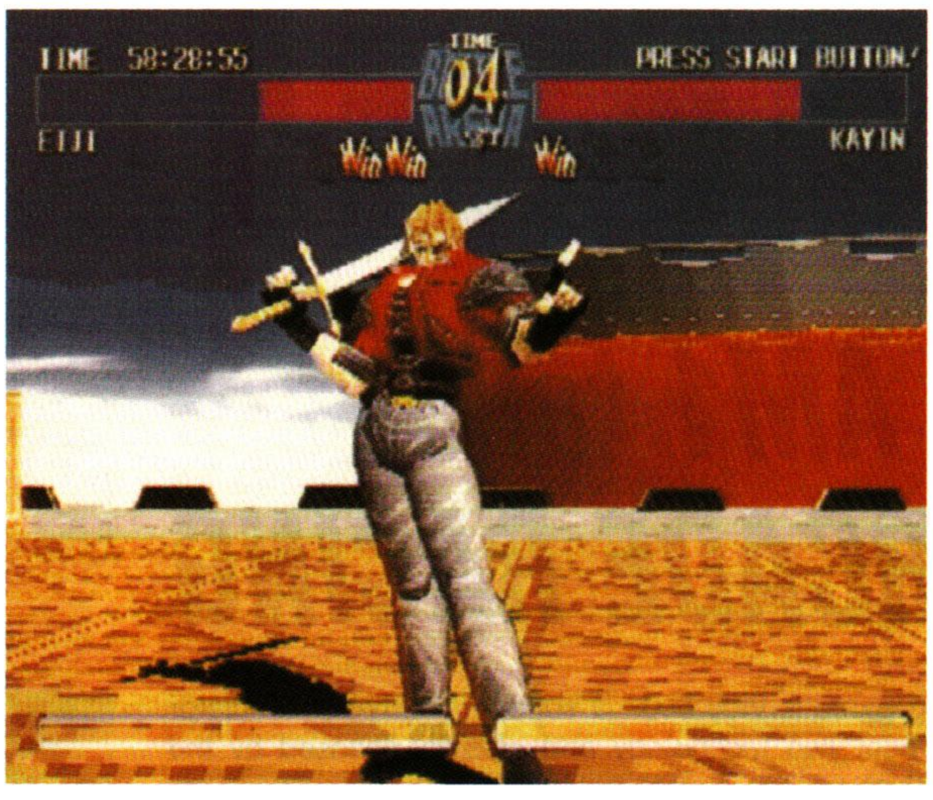
TOH SHIN DEN S - THE FIRST SHOT
The first Saturn shot of Toh Shin Den reveals a conversion with only minor differences to the PlayStation original.

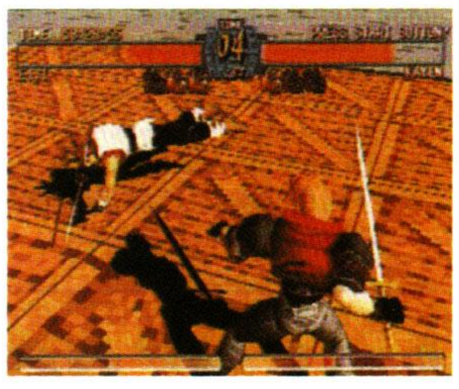
SATURN TOH SHIN DEN S ANNOUNCED!

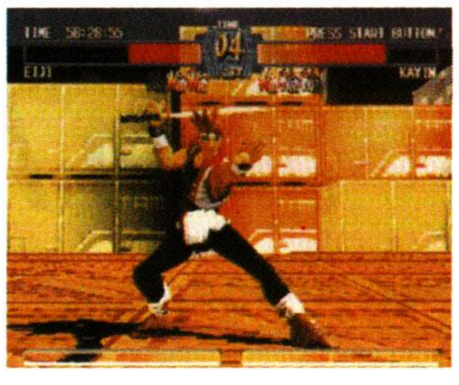
Japanese company Takara have revealed preliminary work on the Sega Saturn conversion of their massive PlayStation hit, Toh Shin Den. Slightly retitled as Toh Shin Den S, the work is currently around the 20% complete stage, with the preliminary movements and characters coded in at the most basic level. Comparisons with the PlayStation original are inevitable and it must be said that at this early stage the Sony game appears to be a lot more colourful with higher-resolution texture-maps.

What is surprising is the involvement of Sega of Japan in the project. Preliminary reports suggest that Sega itself is converting the game onto Saturn, using the SGL 3D operating system as a base. The company have already announced the inclusion of a new character, Jupiter, and is threatening to include Tekken-style full-motion video sections which explore the scenarios behind each character.

Although Toh Shin Den is a fairly popular game which has attracted some acclaim from the Japanese press, it must be said that the title is no competition to the awesome might that is Virtua Fighter 2. So, how Takara and Sega intend to market their game alongside the forthcoming AM2 epic remains anyone's guess, particularly as it's due for completion at around the same time...







PLAYSTATION TOH SHIN DEN 2

Barely a week after Takara announced the arrival of Toh Shin Den on the Sega Saturn, it has come to light that the PlayStation sequel is well under development. Apart from a collection of screenshots being handed over to the Japanese press, little has been revealed about the project, although it is patently obvious that Takara have boosted the visual appeal of the game so that it competes effectively against Namco's Tekken games. The polygon count on each character has been upped considerably, with each fighter now boasting far more detail. What did set the original Toh Shin Den above Tekken and Virtua Fighter was the range of background objects. These first shots seem to suggest that Takara have gone for Tekken's 2D backdrops, but it could be that this area of the game hasn't been fully programmed up as of yet.

It is understood that Takara are keen to introduce more depth to the gameplay. While the original Toh Shin Den was very playable and entertaining, it has to be said that the range of techniques and combos was quite limited when compared to Tekken and Sega's Virtua Fighter (both of which continue to be played by the **MAXIMUM** team while Toh Shin Den gathers dust).

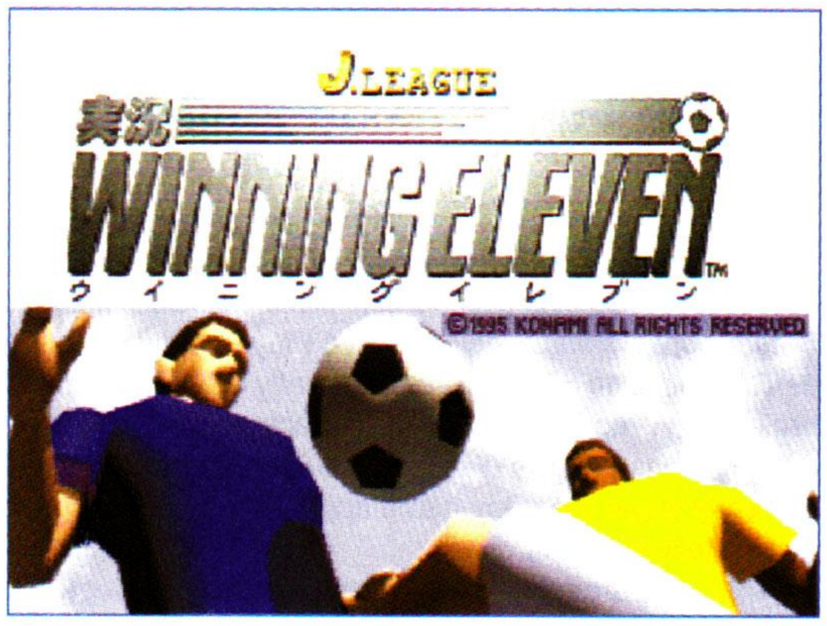
More polygons! More detailed texture-maps! Toh Shin Den 2 is shaping up well...

J-League WINNING ELEVEN impresses on Sony PLAYSTATION

Konami's PlayStation output hasn't exactly been prolific, but their latest Japanese release, J-League Greatest Eleven (or Goal Storm as it has also been called) managed to score quite highly with **MAXIMUM**.

The game is the first to use the PlayStation's advanced 3D capabilities in a footballing scenario, and boasts an impressive, fully textured field and gouraud-shaded polygon characters. Adding a great deal to the realism is the fact that the players boast some stunning motion capture - and characters have a range of superlative actions with very realistic trapping of the ball, dribbling, bicycle kicks - you name it. Most amusing of all are the players' reactions to receiving either a red or yellow card.

The game is due to receive an official release, but Konami are planning many changes to the title for its European outing. For a start, the name has been confirmed as Goal Storm (not many people can identify with the J-League) and will feature British teams. Other tweaks, such as different formations, are also planned for the game.



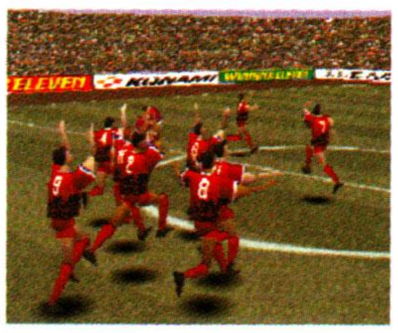
To be released in the UK as Goal Storm!

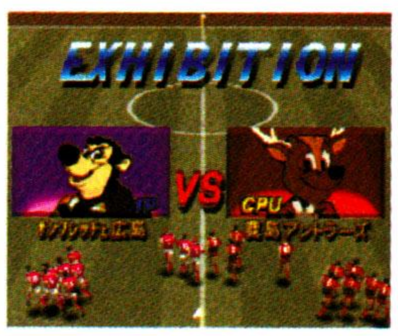
ADVANCED GAMEPLAY

The only next generation soccer title we really have as a comparison to the PlayStation Konami game is Sega's clumsy International Victory Goal. While the action in the Saturn title is smoother, Sega's sprites are no match for Konami's motion captured players. The PlayStation title also allows for after-touch - a feature sorely missed from the Saturn game. Hopefully, AM2's Virtua Striker will be converted to redress the balance.

CLOSE-UP ACTION

Using polygons and texture-maps, Konami have been able to create an excellent looking soccer games. What is perhaps best of all about the game is the camera views used to convey the action. During a basic game, the action zooms back, allowing you to pass and get an overall feel for where you are on the field. When a goal kick, free kick or penalty takes place, the camera zooms right in the players. After a goal is scored, watch the celebrations!

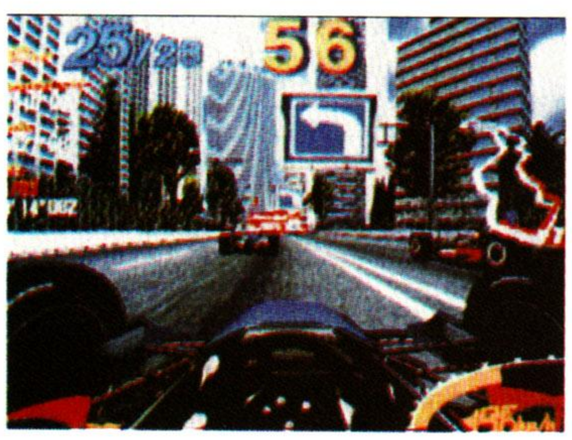




Indy 500: AM1 take to ARCADE RACING

AC SEGA — OFFICIALLY LICENSED BY I.M.S.C
INDY 500
AVAILABLE IN U.K FROM OCTOBER

Sega's next big arcade road racing game is Indy 500 - a super-fast indy-car simulator based on the firm's proprietary Model Two technology and officially licensed by the Indianapolis Motor Speedway Corporation. The coders behind the game are Sega's in-house team AM1, who previously made a name for themselves by producing software for the cheap ST-V arcade board. This title is a complete departure from the likes of Golden Axe: The Duel and actually looks quite good. The game is on test now and should be making an appearance at the ATEI and JAMMA shows. A full report follows in the next edition of **MAXIMUM**.



Burn rubber with MODEL TWO power!

ALONE on the PLAYSTATION

One of the most popular PC games of all-time is currently in the throes of conversion for the Sony PlayStation. Alone in the Dark revolutionised the PC field with its superlative 3D perspectives and intriguing arcade-adventure gameplay.

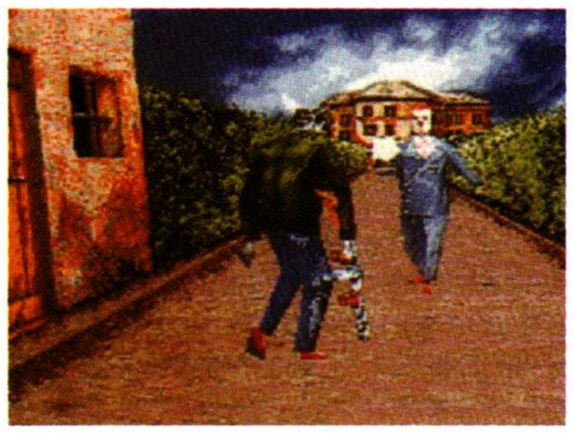
Fans will be pleased to discover that the PlayStation version of the game has been significantly improved - at least in the graphics department. As you can see from our shots, the game benefits greatly more texture-maps and more complex scenery. Overall, the game looks many times better than the PC original.

Although Alone in the Dark features its fair share of action, it is played at a slightly more leisurely pace than the average PlayStation title and should come as a breath of fresh air to proud owners of Sony's 32-bit super-console.

PS SONY — INFOGRAMES CLASSIC ADVENTURE
ALONE IN THE DARK
RELEASE AND PRICE UNCONFIRMED

TOMMY GUN POWER

One of the first games to feature motion capture, the original Alone in the Dark amazed PC owners with its highly realistic action. As well as being graphically excellent, Infogrames incorporated some extremely realistic sound samples, providing the game with an unforgetable ambience. While the graphics have been improved on PlayStation, sound remains an issue. Hopefully, the CD of the Sony will be fully unleashed.



SONY reveals new GAME line up!

Just as **MAXIMUM** went to press, the Japanese arm of Sony revealed its fourth-quarter release schedule. First up on the list is an all-new PlayStation shooting game, intriguingly entitled Horned Owl. Details are sparse this late in our schedule, however the game appears to be Sony's answer to Sega of Japan's eagerly awaited conversion of Virtua Cop.

Just like Cop the game is a first-person perspective Operation Wolf derived game, featuring graphics based on the PlayStation's powerful 3D capabilities. This title should be one of the first Sony games to be compatible with the forthcoming light gun and it will be interesting to compare this title to the forthcoming AM2 game...

Hermie Hopperhead is the name of an all-new action star set to debut on the Sony PlayStation. Looking for all the world like a cross between Sonic the Hedgehog, Sparkster and Bubsy the Bobcat, Hermie has been designed by Sony to appeal to the younger age group who might not be so impressed with the veritable plethora of 3D games available on PlayStation. Again, there are not many details available at present, but **MAXIMUM** will endevour to keep you updated.

As well as announcing the potentially excellent Kileak the Blood 2, Sony also have another adventure game in development, this time with cyberspace/Blade Runner-esque overtones. We literally learned about this one just as these final few pages were being despatched to the printers, so there's no time to dredge up any more information. Still, here is a picture of the game in question to look at.

TWO NEW PLAYSTATION GAMES DIRECT FROM SONY!

Hermie Hopperhead (above, left) is an all-new platform hero, here taking part in the obligatory ice level. Of far more interest is a new PlayStation adventure game, which instantly conjures up images of Ridley Scott's Blade Runner.

MAXIMUM NEEDS STAFF

Put simply, we need more staff here at **MAXIMUM** as this first issue proved to be something of a nightmare to produce in the allocated schedule. We intend to deliver 164 pages of super-quality editorial every month, and we're going to need help. The vacancies up for grabs include:

STAFF WRITERS

We are looking for skilled, dedicated games players who have the ability to crush any videogame in record time and then produce super-detailed, exhaustive Extended Play features on those games. Other duties will include liaising with software houses, gathering news, and using frame-grabbing technology to take pictures of games. You will need a sound grasp of the English language along with a fierce enthusiasm and dedication to videogames. Qualifications aren't so important, but ideally you will have been educated to A-Level standard in English - however, we would appreciate some samples of your writing enclosed with your application.

A sizeable amount of extra money could well be up for grabs for any young writer who can speak, read and write Japanese. **MAXIMUM** intends to boost its profile with Japanese companies and we need someone to work in concert with our Far East correspondent.

DEPUTY EDITOR

Following the departure of MAXIMUM's deputy editor to pastures new, it seems we are in need of yet more new blood. We are looking for a bright young person who has a near-encyclopaedic knowledge of videogames and has some experience in the industry. The successful candidate will be able to produce features up to (and maybe beyond) the quality of the Extended Plays seen in this issue, be able to edit copy and to form working relationships with the software industry. The job has many rewards and perks - however, you will be part of the most demanding, exacting teams in the industry. We don't like slackers, you see.

DESIGNERS

If you are a Macintosh literate Quark Xpress designer with Freehand and Photoshop skills and you are after a new challenge, we could well be interested in employing the use of your artist talents. It isn't going to be easy. It must be said that our art overlord, Gary Harrod, is one of the most demanding designers in the business and to put it bluntly, if you can't match his efforts 100%, we don't want to hear from you. As well as accomplished Quark skills, the successful candidate will also have a genuine interest and enthusiasm for videogames and won't be afraid to make demands from the writing staff - for the good of the magazine. Therefore, good communication skills are also essential.

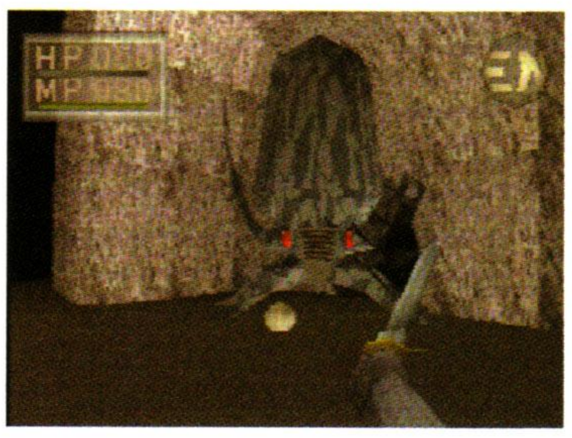
If you truly believe that any one of these positions sounds ideal for you, please write to Richard Leadbetter (with regard to the staff writer and deputy editor positions) or Gary Harrod (for the designer post) at MAXIMUM, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Mark your envelope with the position you are applying for.

KING'S FIELD 2: The ultimate next generation RPG!

PS FROM
THE SEQUEL TO KING'S FIELD
KING'S FIELD 2
AVAILABLE NOW IN JAPAN PRICE 6300 YEN

In Japan, one of the top-selling games on the PlayStation at the moment is King's Field 2 - a stunning first person perspective role-playing game that has wowed the **MAXIMUM** team this month.

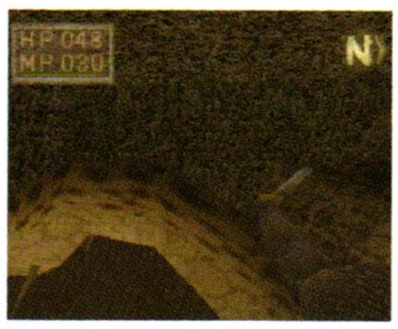
The Japanese are particularly fond of RPGs and King's Field 2 successfully manages to bring across the sheer depth and longevity of the 16-bit examples of the genre and add in some breathtaking visuals that only the new machines can offer. One thing that King's Field 2 doesn't deliver is an all-out action experience - yes, the screenshots maybe reminiscent of Doom, but don't expect the gratuitous gore and a super-smooth frame rate. The game runs at a much slower pace, and although it has its fair share of fighting scenes (with an unparalleled range of weapons including samurai swords, crossbows, bows 'n' arrows), most of the game is spent in exploration, figuring out puzzles and suchlike. Because King's Field 2 is set in mediaeval times, magic has been included. Find crystals and return them to the special statues and you are granted the appropriate spells.

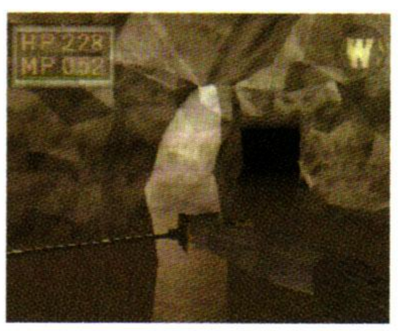


There are offensive and defensive spells including fireballs, magic missiles, healing spells, exploding incantations and many more besides.

We did intend to bring you a full Extended Play on this particular game, but we were still playing it right up until our deadline day, so you'll just have to wait until the next edition where we'll be giving it the full treatment.

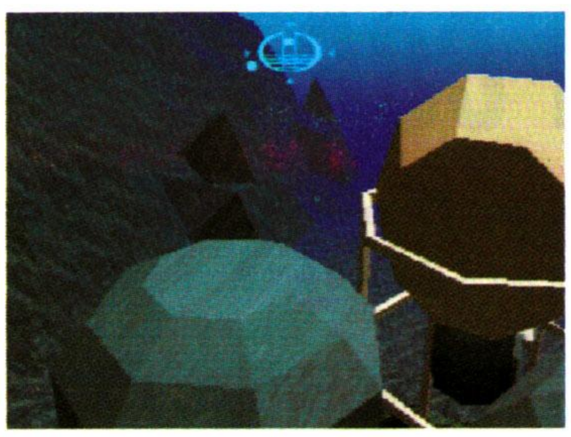
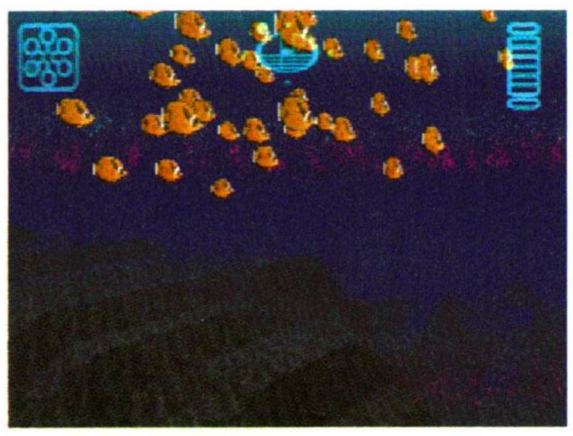
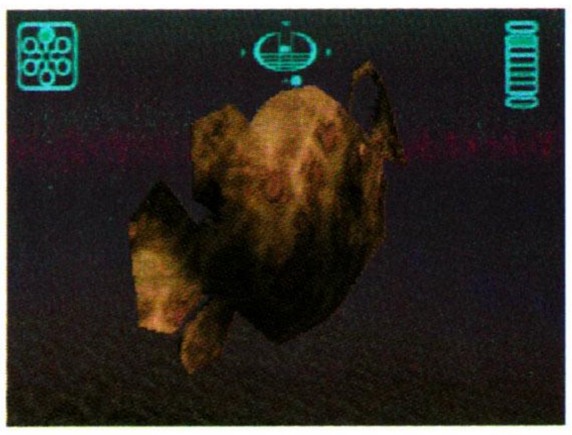
The hero returns for a second PlayStation epic! Full extended Play next month!





BATTLE A LARGE VARIETY OF MONSTERS

The range of creatures in King's Field 2 is excellent. Each of them has their own different attack patterns and gauging their strength is extremely important when you are determining whether to engage them in battle. The choice of weapon is quite important - using a bow and arrow lets you take out stronger enemies from a range. The close-range weapons, like swords, are best reserved for creatures you know you can tackle.

Super ORIGINAL Playstation action with AQUANAUT'S HOLIDAY

PS ARTDINK
AN UNDERSEA EXPLORATION GAME
AQUANAUT'S HOLIDAY
AVAILABLE NOW IN JAPAN PRICE 6800 YEN

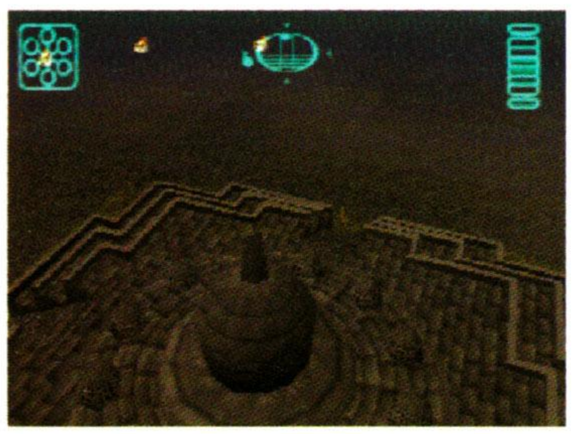
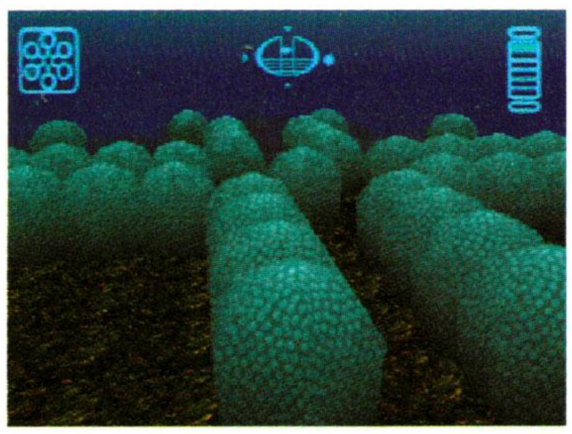
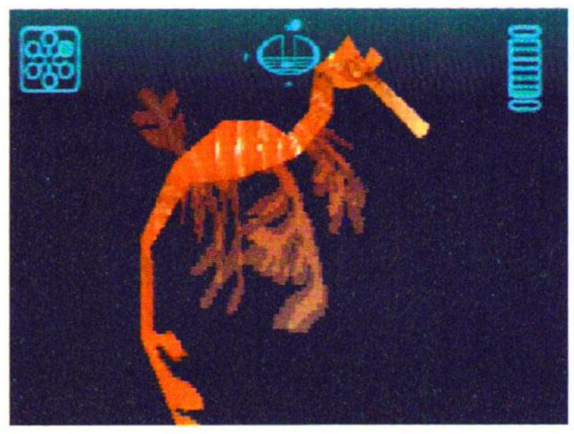
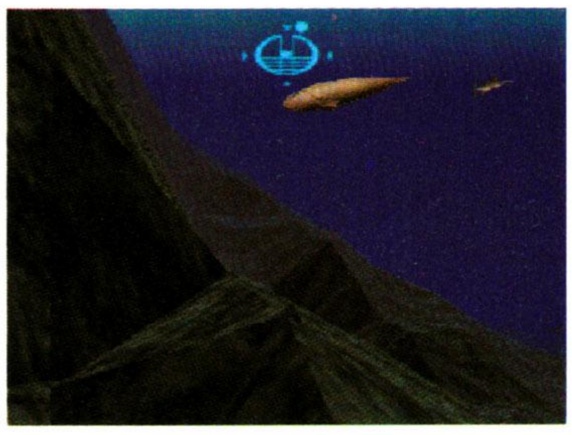
Although videogaming is, by and large, a "guy thing", the occasional game comes along that appeals to all people, regardless of age or gender. Sim City 2000 and the still-incredible Tetris rank as two such games. New release The Aquanaut's Holiday could well be another.

The game was designed to be a stress-buster. Japanese publishers Artdink aimed to create the ultimate videogame for chilling out, by incorporating peaceful CD quality sound effects along with stunningly realistic 3D underwater visuals. There is no doubt that The Aquanaut's Holiday is extremely eye-catching with its realistic fish and sub-aqua denizens. Although the exploration element of the game is extremely compelling, there is an actual point to the game, which is to build up your own deep-sea reef and then try to lure as much marine life as you can to your creation. Your construction activities are limited, but basically exploring and finding new forms of life boosts a meter that enables you to make your reef more complex.

It's too easy to dismiss The Aquanaut's Holiday as being too weird and too boring - it is in fact a highly complex, intriguing PlayStation release designed to appeal to more than just the average laser-brain.

SPECIES EXPLORATION

The range of undersea inhabitants in The Aquanaut's Holiday is quite remarkable. The range of screenshots below shows just a few of the stunningly animated and textured denizens of the ocean floor. Finding more species lets you build a bigger reef.

DISAPPOINTMENT: Philosoma emerges from developement HELL

PS SONY
MULTI-VIEW POINT SHOOTING GAME
PHILOSOMA
AVAILABLE NOW IN JAPAN PRICE 5800 YEN

One of the few products Sony revealed prior to the launch of the PlayStation was a potentially stunning shoot 'em up called Philosoma. It was showcased at major events and played a major part in Sony's Video PlayStation tape promotion. However, the game itself kept falling back on the release schedule until it was released at the end of June.

Having witnessed the awesome full-motion video sections, we were extremely eager to see the game in action. However, when we did... disappointment. While the FMV flick files are by far and away the greatest ever seen on a videogame, the game itself is poor.

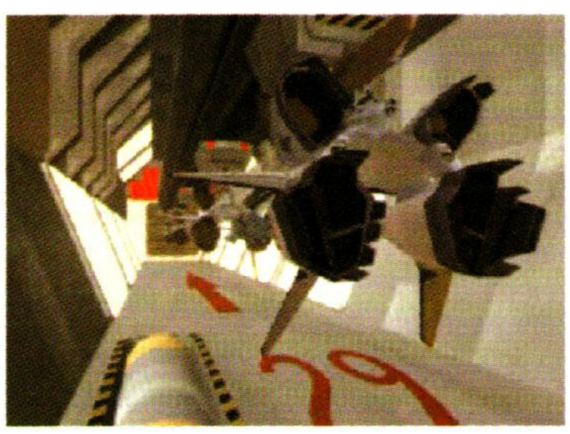
Philosoma features blasting action from all angles - there's vertical and horizontally scrolling sections, Galaxy Force-esque levels (flying into and out of the screen) and even a pseudo-Zaxxon style stage later on. This might sound great, but the fact is that the gameplay itself is very 16-bit in execution, and flicks apart, the graphics just aren't really that advanced over what the Megadrive and Super NES have to offer.

DOOM ON PLAYSTATION

Let's face facts: Doom is an incredible videogame - a milestone in the annals of this fine industry. And we can confirm that it is heading for the Sony PlayStation. The code has been completed, but id software have yet to release any screenshots. In fact, the only details which have emerged come from an email from id programmer John Romero, which read as follows:

"Sony PSX DOOM: The very best version of DOOM on the planet. All music and sound effects have been totally trashed and new ones created. It feels like you are playing a movie. This should really be Sony's flagship product. It should be out when the PSX is released."

Make of that what you will...



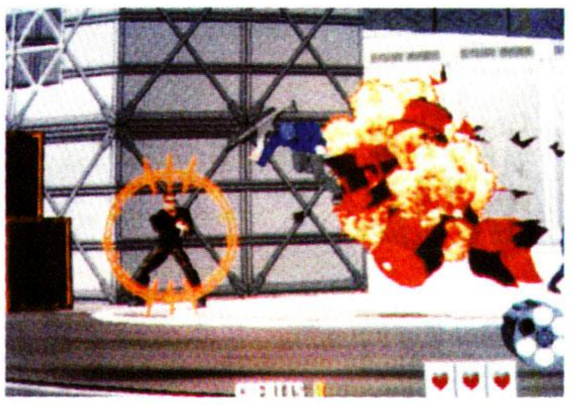
New from Sega: VIRTUA COP 2 Shoot first - ask questions later!

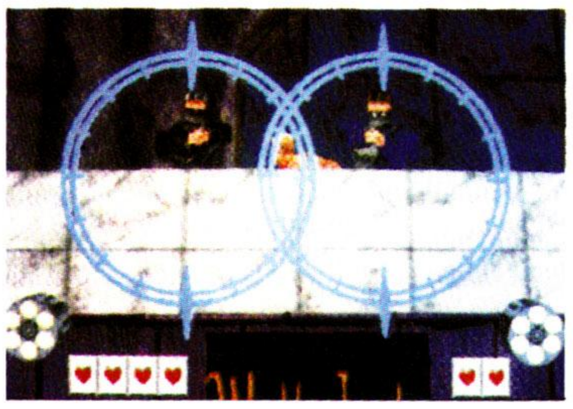
AC SEGA — TOP GUN GAME SEQUEL **VIRTUA COP 2** — AVAILABLE IN U.K. LATE OCTOBER

AM2 hasn't been complacent since the release of Virtua Striker a few months ago. Already a new epic is waiting in the wings - a sequel to the immensely enjoyable Virtua Cop.

The game uses the enhanced version of the Model Two board to bring gamers 60 frames per second movement (that's twice the speed of the first coin-op and its Saturn conversion) along with more finely detailed texture-maps and polygon protagonists. Cop 2 also introduces a new police officer - Janet Marshall - who teams up with the original heroes, the curiously monikered Rayge and Smarty. As well as a new character, AM2 has embellished the gameplay with some stunning set-pieces, including a car chase through Virtua City.

We're confident about this game's potential for success and you can expect to see an in-depth Extended Play feature in the next edition of **MAXIMUM**.





Only Sega can give you this kind of gun action! Detect your enemies and fire!

RIDGE RACER receives the SEQUEL treatment

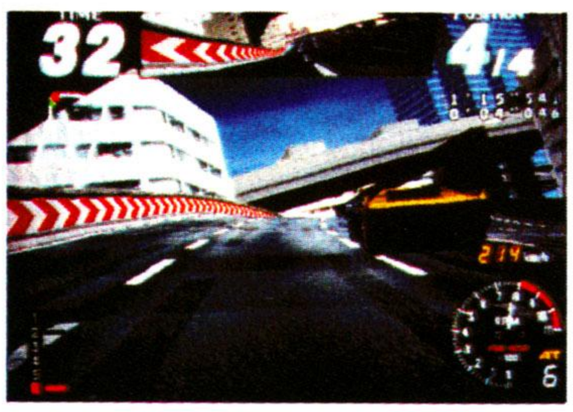
AC NAMCO — RIDGE RACER RETURNS AGAIN! **RAVE RACER** — AVAILABLE IN U.K. NOW AT NAMCO WONDERPARK

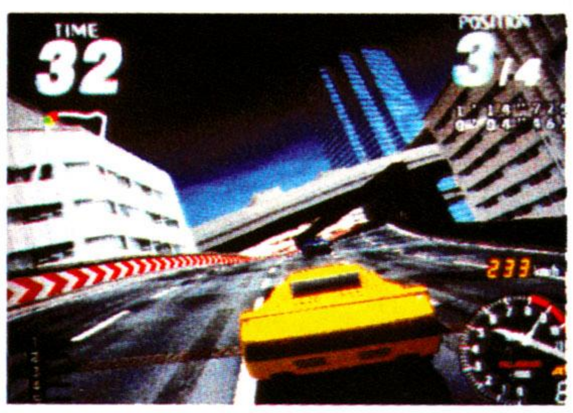
Rave Racer, the sequel to Ridge Racer is set to storm into the arcades. Partly revamp, partly new game, the plan is to enter the next generation of coin-op racers while using the 3D environment as a testing ground for new Namco technology.

Retaining the original construction of the long and short courses, Rave Racer also offers two additional stretches of tearaway tarmac in the city and on a sightseeing tour of the mountains. The product of Namco's latest development on the Model 22 board, Rave Racer sports an impressive 60 frames per second, shifting scenery and other cars at a frighteningly impressive rate. The detail of the texture-mapping is more intricate than ever reducing blockiness. If you thought Ridge Racer, Daytona USA and Sega Rally Championship looked great, ready yourself for something even better.

Set on a circular highway in the centre of the city, the first new course is aimed at the lower end of the difficulty scale to make it suitable for multi-player mayhem. In stark contrast the racing rigour of the urban track, the mountainous hair-pin bends and narrow require the utmost precision to clock a decent time.

Unsuprisingly Rave Racer offers more cars to choose from - a grand total of eight. All of which have been graphically upgraded to the Model 22 board and include a couple of old favourites from Ridge. If you grow tired of the same old racing against the other speed demons, stepping on the brake pedal while selecting play opens the course up to the Time Trial option. The track becomes one long freeway empty of hazards and the car's maximum speed rockets through the roof. Guaranteed to help you past the finishing line in record speed!





NAMCO ARCADE OPEN NOW!

Visitors to London's West End should take time to check out Namco's all-new arcade. The Namco WonderPark is situated in Great Windmill Street, just off Shaftesbury Avenue.

The two-level arcade has instantly become a top attraction to videogames players in the London area as it contains the very best (and the very latest) coin-ops. Being a Namco test site, it is also one of the first arcades in the world to receive pre-production test boards of new Namco coin-ops. Both Tekken 2 and Rave Racer were playable in late July - months ahead of their worldwide releases. Another Namco goodie, Alpine Racer (an excellent skiing simulator) was also playable on the arcade's launch.

If you think that you will only be able to indulge yourself with Namco coin-ops at this particular site, think again. The arcade stocks some of the most popular videogames of the moment, including Street Fighter Alpha, Sega Rally and the ubiquitous Virtua Fighter II. In the case of the latter, there are even cheap stand-up versions to play or you can go for the full sit-down 50" projection monitor experience.

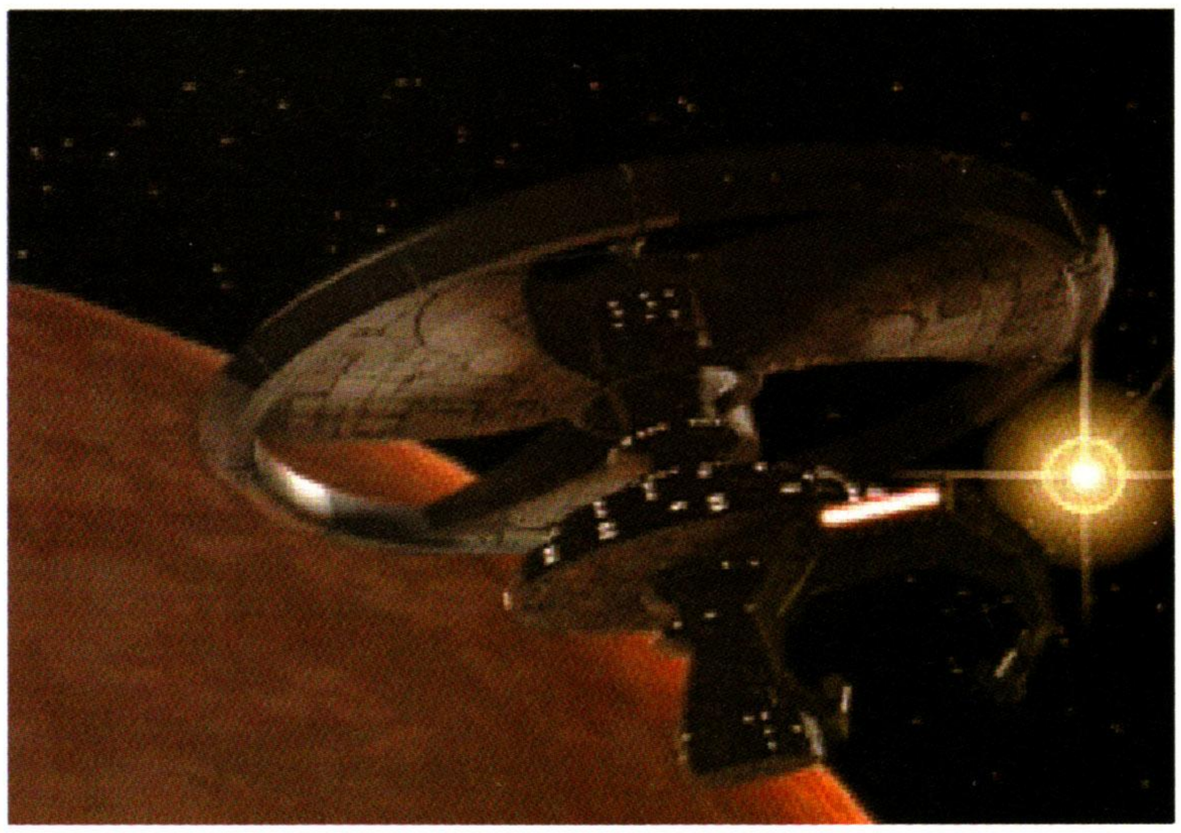
We have to say that Namco WonderPark definitely gets a massive thumbs up from the **MAXIMUM** team - see you down there.

PlayStation TOTALLY ECLIPSED by Crystal Dynamics!

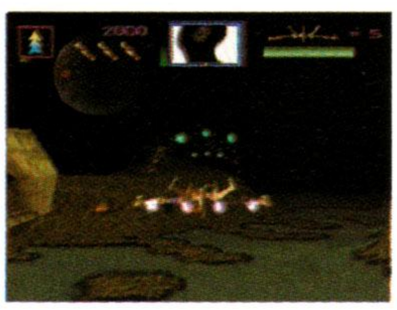
PS CRYSTAL D.
3DO GAME HEADS PLAYSTATION WAY
TOTAL ECLIPSE
AVAILABLE IN U.K. OCTOBER

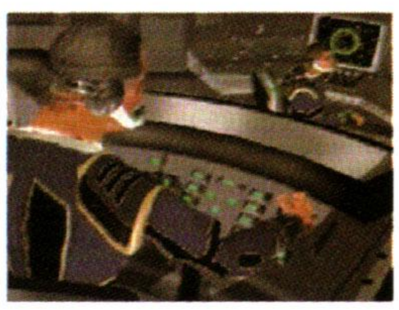
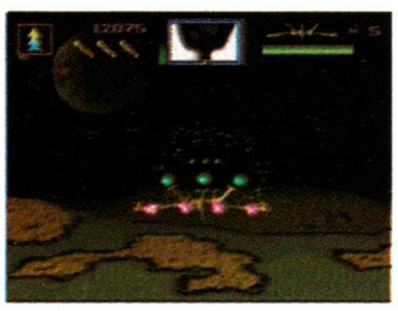
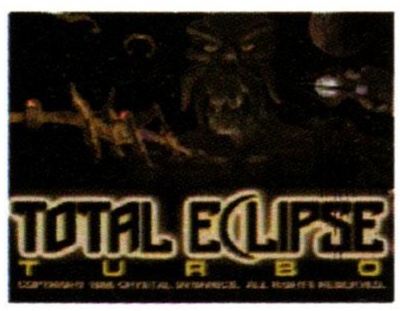
BMG is gearing up for the release of the Sony PlayStation by revealing all-new 32-bit versions of some of its 3DO classics. First up for inspection is Total Eclipse, which has been upgraded beyond belief in its transistion to the Sony powerhouse. Total Eclipse Turbo (for 'tis its name) features third person perspective 3D blasting action, as you take on the dreaded Drak-Sai aliens in a battle to the death. We're reliablly informed that there are 20 levels of the aforementioned blasting action, packed with the likes of lava-spewing volcanoes, tidal waves and twisting tunnels. Your craft is able to perform 360 degree barrel rolls which aid you in your task as you blast along the 3D terrain. And being a 3D game you can expect the multiple viewpoints usually associated with this sort of title, along with CD video sequences and all the trimmings.

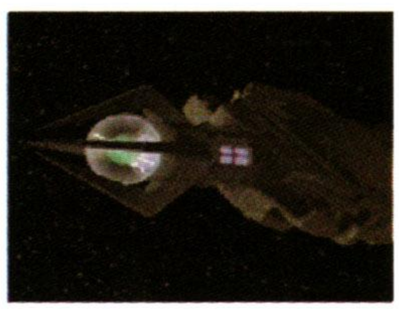
Also in development for the super-consoles is the sequel, Solar Eclipse. From early work-in-progress software exhibited at May's E3 show, this should be something special...



Total Eclipse hits Sony with a new, super-charged turbo edition!

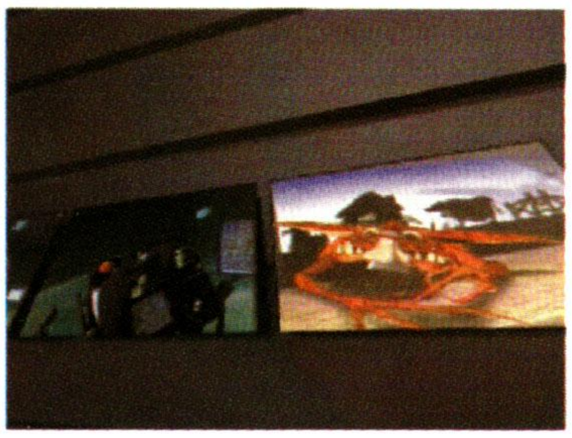


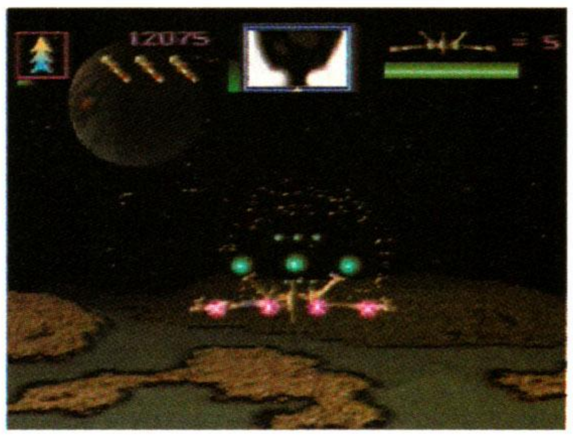






TOTAL CARNAGE!

Although the basic gameplay in Total Eclipse is quite enjoyable, the full-motion video flick files are worthy of a mention. On the 3DO, these sections of the game were pretty impressive (featuring some of the best video on the system) and it must be said that it is equally impressive on the PlayStation.





Blast through 20 stages of taxing arcade blasting on PlayStation!

THE CREATORS OF MAXIMUM

Creators: Richard Leadbetter, Gary Harrod, with assistance from Paul Bufton. Japanese Correspondent: Warren Harrod. Advertising Manager: Liza Hawkes. Executive Publishing Director: Graham Taylor. Most assaulted Virtua Fighter victim: Thomas Guise. Printed by Nuffield Web. **MAXIMUM** Office: EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Telephone: 0171 972 6700. Fax: 0171 972 6710. Special Thanks: Julian O'Duro and Ian Kinnear at the Namco WonderPark in London's West End and to Derrick Lynch. Wayne Beckett of Datel deserves a mention for all his effforts, as does Dave Kelsall for helping out with the logo design. More thanks: Capcom of Japan, Seibu of Japan, Mark Maslowicz and Guy Pearce at Sega Europe and Electrocoin (for their generosity).

PS | GREMLIN
LOADED & ACTUA GOLF
ACTUA SOCCER
AVAILABLE FOURTH QUARTER IN U.K. PRICE UNCONFIRMED

ACTUA-LLY

GREMLIN UNVEIL NEW SPORTS SERIES

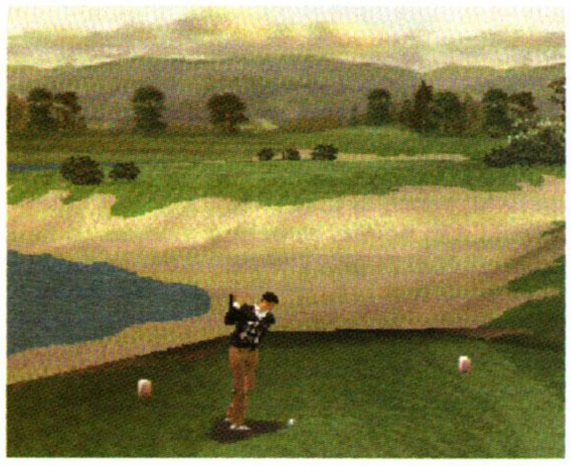
With the release of WipeOut, UK programmers have firmly established their PlayStation credentials. Now Sheffield based Gremlin Interactive has unveiled its own Sony wares which score heavily on the "wow factor". Their two sports simulations waiting in the wings look set to impress...

Sega made a name for their 32-bit technology by prefixing just about all of their hot properties with a single prefix: Virtua. Gremlin obviously intend to tax this concept slightly since their new sports games boast the intriguing monickers of Actua Golf and Actua Soccer. And from the looks of the games, they should be most impressive.

Soccer is looking very good indeed. The game features the best-looking textured pitch to date, with a huge amount of detail. The players themselves look equally as impressive, featuring advanced motion capture techniques. In fact, Gremlin have employed the footballing skills of Chris Woods, Andy Sinton and Graham Hyde to have their moves digitally transferred into Actua Soccer. Gremlin claims to have everything in their motion repertoire - players signal to one another, pick themselves off the floor and some of the less scrupulous participants even take dives. Intriguing stuff.

While EA have yet to confirm whether their John Motson commentary will make into the console versions of FIFA, Gremlin have instantly notified us that their game will feature a full match voice-over, courtesy of noted BBC artiste Barry Davies.

Fantastic sports simulations that will make your pants explode!!



Actua Soccer is jam-packed with options, including the opportunity to play as one of 44 different teams, customise teams and tournaments, and as the game runs in 3D there are plenty of camera angles and hod-loads of replay potential.

Actua Golf is heading for PlayStation as well and as you can tell from the screenshots, it's looking pretty good. Gremlin's Actua technology has created a simulation that looks visually excellent, and as you can imagine, motion capture is used to portray just about every conceivable golfing animation - drives, chips, putts - there is no doubting that it is all in there.

Just like Actua Soccer, the 3D angle enables Golf to include some excellent non-standard features. You can track each and every shot from just about any angle, and you can even summon multiple windows (and thus views) for every replay. There also exists the option to walk around the green before taking that vital shot. Yes - just like a real golfer.

The usual array of multi-player options, changing weather conditions and customisable players have been included - which, added on to all the other goodies, makes Gremlin believe that they have the ultimate sports simulation in their portfolio. And from what we've seen, they might be right...

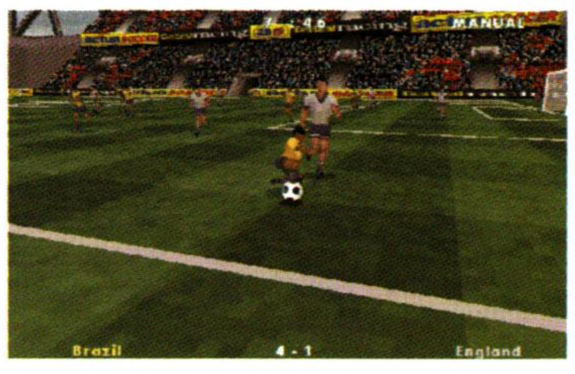
THE MOST REALISTIC SIM TO DATE?

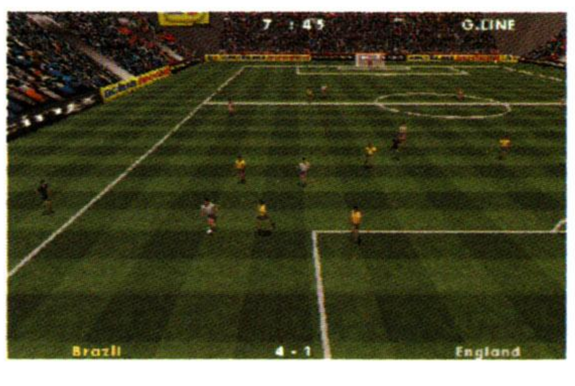
The 3D might of the PlayStation is brought to bear on Actua Golf, which creates some stunningly executed 3D courses, featuring full light-sourcing and texturing. Small sprites are used to embellish the display.

SOCCER SKILLS

Screenshots don't really do justice to Actua Soccer. The Actua engine is used to produce a super-realistic pitch and the animation on all of the players must rank as the best yet seen on PlayStation.

Golf isn't really boring. Honest!





LOADED ON DEMO DISC

Gremlin Interactive's first PlayStation release is Loaded, best described as a multi-player 90s version of Gauntlet, with Doom overtones added to the mixture.

The basic gameplay involves destruction and plenty of it - the multi-directionally scrolling pseudo-3D play areas are packed with enemy sprites to destroy, and the sprite-handling capabilities of the PlayStation are given a decent work-out with the sheer amount of objects on-screen at any given time.

Two more aspects of note: Loaded supports the PlayStation's link-up capabilities, allowing four players (two on each 'Station) to compete in the game. The other notable game factor is the sheer graphical splendour of the title. The 3D-ness of the game is smooth and impressive, and Gremlin have coaxed some lovely light-sourcing out of the title.

Additional: if you buy a PlayStation, you're given a demo disc which is packed with demos - one of which is a playable level of Loaded. Marvellous stuff.

Q EMAP

MAXIMUM NEEDS YOUR HELP!
QUESTIONNAIRE
FILL IN QUESTIONNAIRE AND RETURN TO US PRONTO!

QUESTIONNAIRE

MAXIMUM REQUIRES READER ASSISTANCE!

This is the very first edition of **MAXIMUM** and as such, we really need to know what you think of the magazine. With the aid of your opinions, we will be able to make the odd tweak here and there and truly make this title the greatest videogames magazine on the marketplace.

As you can see from the array of queries below, we're really going in-depth to get every last bit of information we can about what you love and hate about **MAXIMUM**. As such, there's a bit of bribery to make sure you do so. We have a Sony PlayStation waiting to be dispatched to one lucky reader, so be sure to fill in this questionnaire and send it off now. The closing date for all entries is October 15. If you are not keen on cutting up **MAXIMUM** feel free to photocopy this form.

Send your completed surveys to **MAXIMUM** Reader Survey, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

1. Are you:
Male ❒
Female ❒

2. How old are you:

3. Are you:
In college ❒
At school ❒
In full-time employment ❒
Other ❒

4. Which machines do you currently own:
Sega Megadrive ❒
Sega GameGear ❒
Nintendo Super NES ❒
Nintendo GameBoy ❒
IBM PC compatible ❒
Sega Saturn ❒
Sony PlayStation ❒
Neo Geo CD ❒
3DO ❒
Atari Jaguar ❒

5. If you are planning to buy a machine in the next year, it will be....?

6. Rate the following features of MAXIMUM out of ten:
Paper Quality ❒
Cover Image ❒
Contents ❒
WipeOut Extended Play ❒
Tekken 2 Extended Play ❒
Kabuki Klash Extended Play ❒
Air Combat Extended Play ❒
Street Fighter Alpha Extended Play ❒
Virtua Fighter Extended Play ❒
Daytona Close-Up ❒
Fade to Black Extended Play ❒
Panzer Dragoon Close-Up ❒
Clockwork Knight 2 Extended Play ❒
Screamer Extended Play ❒
Bug! Extended Play ❒
Basic News Features ❒
Virtua Fighter 2 News ❒
EA Sports News ❒
Scavenger News ❒
Quake News ❒
Sega Rally News ❒
Yoshi's Island News ❒
Sega Saturn Reviews ❒
Sony PlayStation Reviews ❒
Neo Geo CD Reviews ❒
3DO Reviews ❒
PC/CD-ROM Reviews ❒
Next Edition ❒

7. Is the typesize in MAXIMUM:
Too big? ❒
Too small? ❒
Just right? ❒

8. What was your favourite feature of the magazine?

9. What was your least favourite feature of the magazine?

10. What made you buy this edition of MAXIMUM?

11. Would you buy MAXIMUM
Every month? ❒
Semi-regularly? ❒
Occasionally? ❒
Only when there's a feature on a game you're especially interested in? ❒

12. Concerning the amount of arcade coverage in MAXIMUM, is there:
Too much? ❒
Too little? ❒
About the right amount? ❒

13. Which five games are you most looking forward to?
1.
2.
3.
4.
5.
6.

14. If you could improve the magazine in one way, what would it be?

15. What do you do in your spare time? Please rate how keen you are on each of the following activities (10 means very keen, 0 not interested at all)
Play videogames ❒
Watch TV ❒
Watch sports ❒
Listen to music ❒
Play sports ❒
Watch satellite TV ❒
Watch videos ❒
Listen to the radio ❒

15. How long have you been playing videogames?
Up to a year ❒
1-2 years ❒
3-4 years ❒
4-5 years ❒
5-6 years ❒
6-7 years ❒
7-8 years ❒
8-9 years ❒
9-10 years ❒
Over ten years ❒

16. How many videogames do you have in your collection?
None ❒
One ❒
2-5 ❒
6-10 ❒
11-25 ❒
26-50 ❒
More than 50 ❒

17. How many videogames do you buy?
None ❒
A couple every year ❒
One every three months ❒
One every couple of months ❒
One per month ❒
Two per month ❒
Three per month ❒
Four per month ❒
Five per month ❒
More than five every month ❒

18. On average, how much time do you spend playing videogames every week?
Less than an hour ❒
1-2 hours ❒
2-4 hours ❒
4-6 hours ❒
6-8 hours ❒
8-10 hours ❒
10-20 hours ❒
More than 20 hours ❒

19. Which of the following do you regularly buy?
CDs ❒
Videos ❒
Shoes/trainers ❒
Crisps ❒
Tapes ❒
Clothes ❒
Sweets ❒
Drinks ❒
Take-away food ❒
Books ❒
Comics ❒

20. Do you have access to the Internet?

21. If you have access to the net, which service provider do you use?

22. Name the five top software houses whom you associate with quality games.
1.
2.
3.
4.
5.

23. Who is your most respected programmer/ development team?

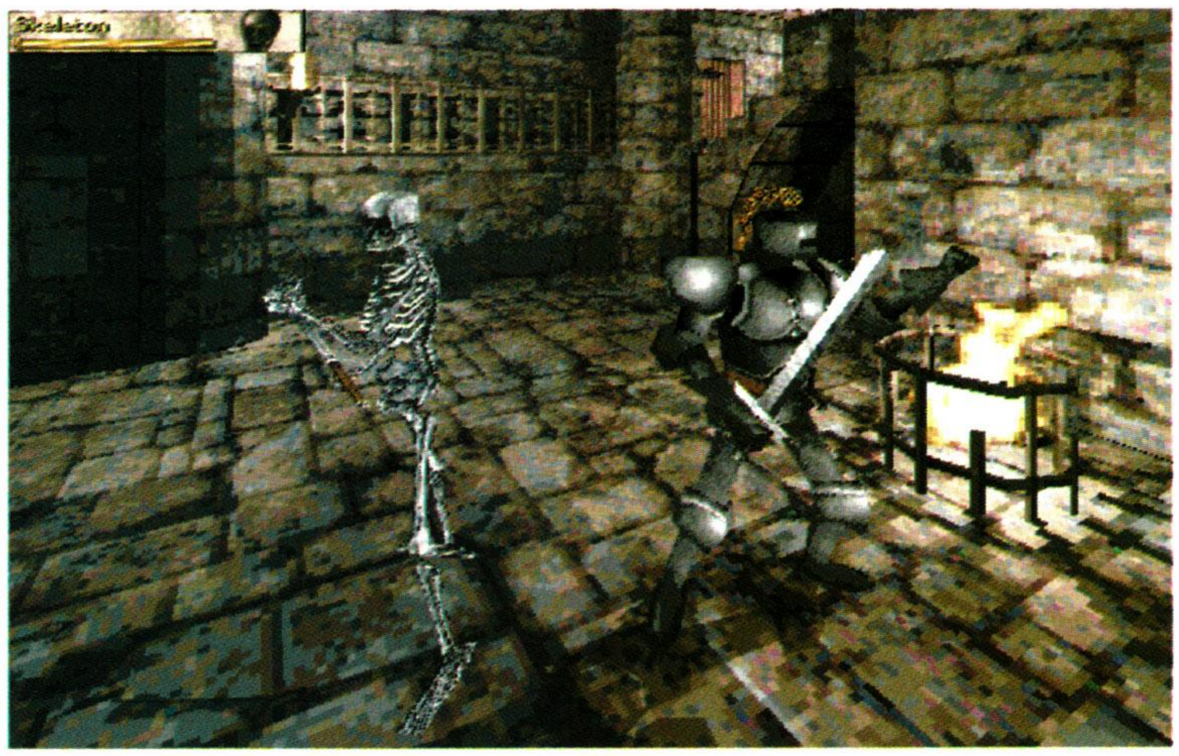
24. Finally, do you have anything else you would like to tell us?

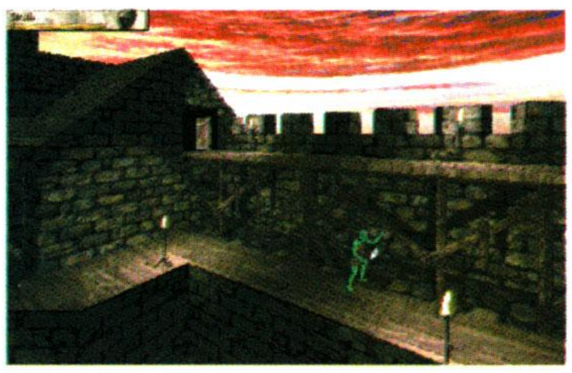
SS SCAVENGER
AMOK & VERTIGO
INTO THE SHADOWS
AVAILABLE FOURTH QUARTER IN U.K. PRICE UNCONFIRMED

SCAVENGER STRIKE!

MULTI-PLAYER MAYHEM ON MULTI-FORMATS!

Take a look at the shots on this page. Everyone of them is taken from an awesome new PC CD-ROM game running in real time. No full-motion flick files, no pre-rendered Silicon Graphics intros - this is Into the Shadows, perhaps the most incredible PC game since Doom. A fast paced exploration game with a huge slice of fighting action, this game goes head-to-head with id's forthcoming monster, Quake...





Scavenger's first adventure game casts the player as mighty warrior, Eric Lionheart - a heroic figure whose task is to save the mysterious Moonchild from the murderous clutches of an evil necromancer. In pursuit of his goal, Eric needs to take on many guardians in combat and solve many mysteries. This scenario might not seem like anything out of the ordinary, but its execution in Into the Shadows is utterly incredible.

It's a 3D adventure like no other. The entire game world is rendered in real time 3D in the PC's SuperVGA mode, fully embellished with some of the most stunning motion-captured animation and light-sourced visuals ever seen. Into the Shadows features advanced RealLight technology - the rooms are steeped in darkness where appropriate, everything casts a realistic shadow and flaming brands look extremely realistic.

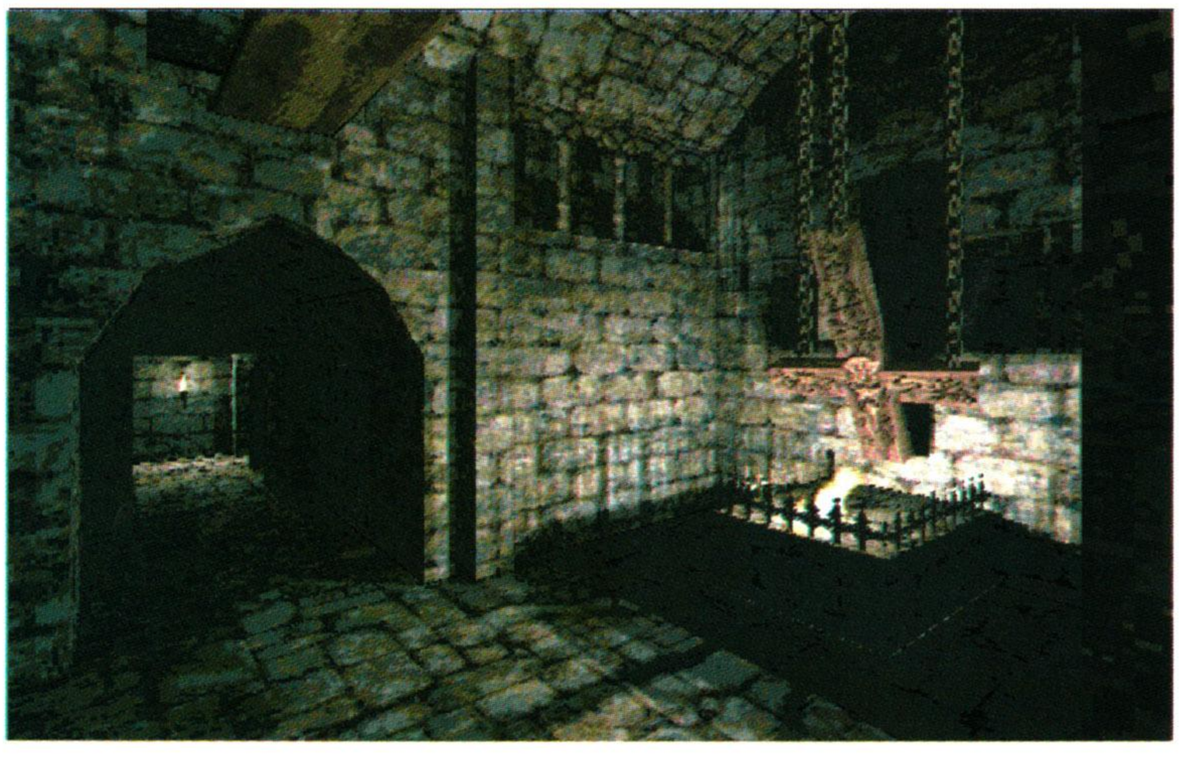
Realism is obviously the key to this title as Scavenger have developed a system known as the Triton Advanced Physics Engine - this means that everything in the game moves as realistically as it looks. All animation on the player and the monsters in the title have been captured using a Polhemus motion capture system.

Into the Shadows must rank as one of the most promising PC products we've seen in years. Expect more information closer to the game's release.

THE DEFINITIVE REALITY ENGINE?

Into the Shadows looks absolutely stunning in these still shots, but you really need to see the game moving to appreciate these incredible visuals.

The motion capture on the enemies is superb and the lighting effects help create one of the most realistic games ever - torches flicker, creating ever-changing shadows and the castle environs are shrouded with mystery and intrigue.



In an era of heroes, none can match the deeds of one lone adventurer: Eric Lionheart. Charged with the task of saving the mysterious Moonchild, he begins the adventure of a lifetime...

The forthcoming Amok is one of the most fantastic looking Sega Saturn titles currently in development. Produced under the aegis of the respected Scavenger group, Maximum is proud to present this excellent product in all its multi-terrain, simultaneous two-player glory...

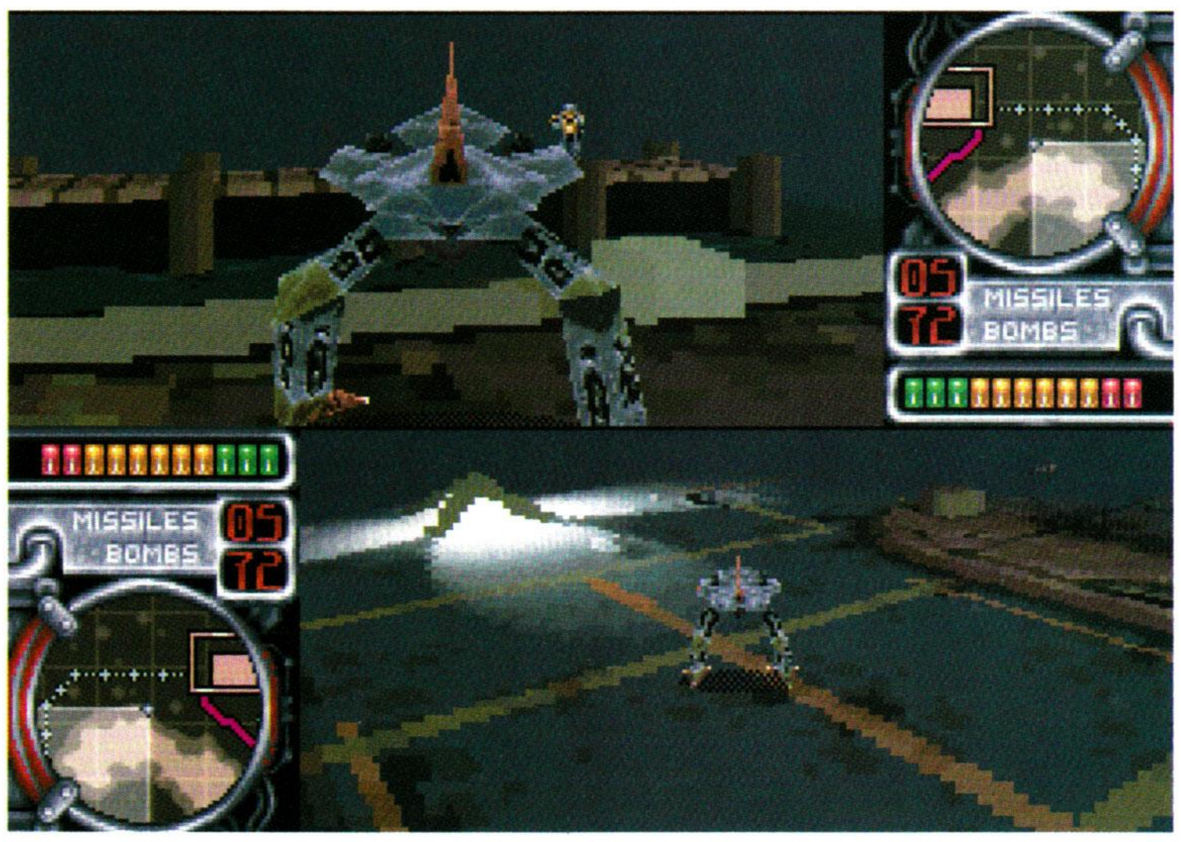
Scavenger are noted for their originality in their videogames. The 16-bit titles Sub-Terrania and Red Zone are both exceptionally innovative blasters - a trend that is set to continue with the arrival of Amok.

The game is set over a variety of different areas. Battle takes place in such varied environs as a desert wasteland, a heavily defended city and best of all - undersea. The game utilises a number of stunning graphical effects, first and foremost in the list is some spectacular fractal-based landscapes (which look superb in the undersea section). Back-up effects such as convincing lens flare only make the game look even more spectacular.

Another of the game's excellent features is the main craft that the players control. On the land-based missions, your craft sprouts legs and stomps convincingly over the terrain. Underwater, the legs retract and the vehicle glides effortlessly through the ocean depths. Adding still further to the game's "wow factor" is the inclusion of a simultaneous split-screen two-player option, which seems to move just as fast and as smooth as the full-screen solo gamer mode.

Of all the Saturn Scavenger games currently under development, Amok seems to be the one nearest to completion and looks great. As of yet, no main publisher appears to have signed up the rights for this game, but rest assured - there is a huge amount of interest from some very big names in the industry...

Amok: re-defining the standards of Sega Saturn software!



UNDERSEA ACTION

While some videogames have ugly "pop-up" clipping effects, Amok has super-smooth landscapes "misting" in - similar to Magic Carpet on the PC. This effect actually adds to the atmosphere on the undersea sections, which look stunningly realistic.

SUPERLATIVE 3D TECHNOLOGY

The fractal based landscapes in Amok do bear some similarity to the 3D engine developed by Bullfrog for their latest PC titles - however, this is the first time we have ever seen anything like this on Sega Saturn.

TWO-PLAYER, NO SPEED LOSS

Much is being made of the split-screen two-player mode in Amok. While current games like Gran Chaser show a considerable drop in frame rate and detail, Scavenger's game appears to lose no speed at all. Of course, the detail of the game also remains unaffected.

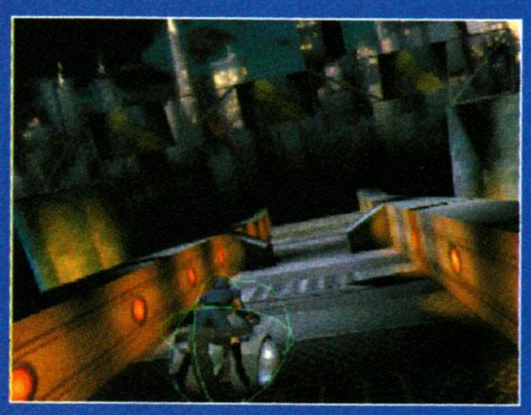
SCAVENGER SHORT STORIES

One of the highlights of the E3 show in Los Angeles in May this year was the unexpected debut of Vertigo - one of the most incredible looking Sega Saturn products on display at the event.

Whilst Sega and some third parties have made use of the new AM2 SGL graphics library to create stunning 3D, Scavenger's teams have made use of their own programming talents to produce this extremely promising game. The result is one of the most visually sumptuous 32-bit titles yet seen on Sega's console.

Vertigo casts you as a futuristic super-trike rider careening along some of the fastest, smoothest 3D circuits ever seen on the Saturn. If you were disappointed by the graphical roughness of Daytona USA, be ready to be amazed when you see Vertigo. The game runs in the Sega Saturn's high-resolution mode, using 32,000 colours on-screen and moves along at 30 frames a second, right up there with Ridge Racer and Wipeout on PlayStation and indeed Sega's own Sega Rally Championship.

Vertigo isn't as far into production as Amok, but it still looks like being a standard-setting product for Sega's super-console. More news as soon as it breaks...



MAXIMUM NEWS

PC id

THE FIGHT FOR JUSTICE
QUAKE
AVAILABLE FOURTH QUARTER IN U.K. PRICE UNCONFIRMED

THE FIRST PICTURES

QUAKE: THE FIGHT FOR JUSTICE

Finally - after years spent building up their next 3D epic, id software has released the first work-in-progress screenshots of Quake. And as you can see from the liberal amount of shots found on these pages, it looks absolutely incredible.

If you thought that Doom was the be-all and end-all of 3D videogaming, take a look at these first shots because Quake is all set to put id's previous classic in the shade. Doom was praised for its sheer realism and it's this aspect that Quake improves upon. The game features far more intricate texture-maps and a fully light-sourced environment that offers unprecedented realism.

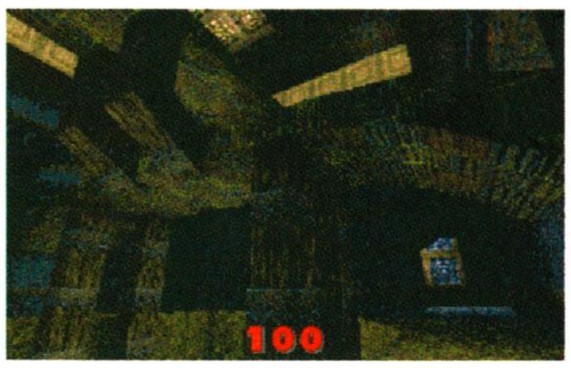
Doom was criticised for not being a true 3D product - in fact, it's best described as 2.5D (if you will) because although each level could be staged at various heights, it was impossible to stack two corridors on top of one another in any given stage. This was one of the first problems id tackled with the Quake engine, which allows full freedom in a truly 3D environment.

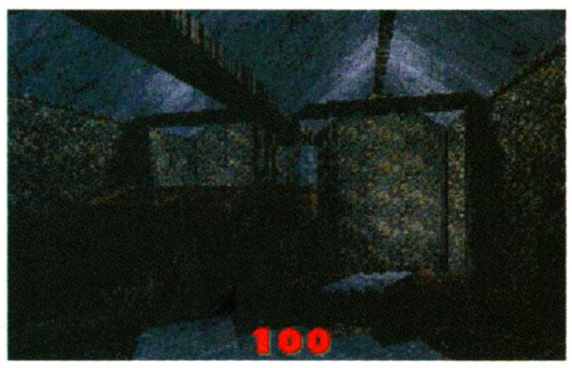
Another problem with Doom was basically how it handled the game's objects. The stunningly textured 3D domains were populated with very simple looking items which were basically sprites. These were expanded the closer you got to them, resulting in some ugly pixelisation effects. Again, id has taken this to task with Quake and although objects have yet to be seen in these screenshots, we're assured that each is actually a fully textured polygon-based model. The same goes for the monsters in the game - each and every one is an Alias Silicon Graphics model, boasting (allegedly) superb animation and lighting effects. These haven't been incorporated yet (hence the lack of meanies in the screenshots), but expect to see them in time for inclusion in next month's issue.

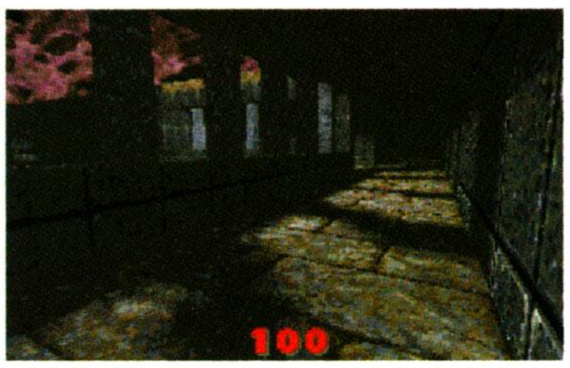
One area in which Doom was an unmitigated success was in the sound effects department. For Quake, id is taking this a step forward. At the moment there are no plans to incorporate Doom-style music (which let's face it, wasn't that great really) and the company are keen to create atmosphere through the use of effects

A NEW DIMENSION

What was exactly that made Doom so great? Was it the gameplay? The graphics? The unprecedented realism? Was it the incredible network action? id promise to take all of these aspects way beyond Doom with the release of Quake this Christmas. From what we've seen of Quake, it certainly has the visual side of things sorted out - and let's face facts, id's programmers aren't exactly slouches in the network or gameplay departments, are they? This is going to be BIG.







QUAKE SHORT STORIES

Over the last eighteen months, a huge amount of Quake information has been imparted by id in the form of various interviews, emails and responses to queries from Internet posters. How much of what the guys are actually saying will make its way into the final product has yet to be substantiated - but here are the snippets that aroused the most interest from the **MAXIMUM** team...

"Okay, people. It seems that everyone is speculating on whether Quake is going to be a slow, RPG-style light-action game. Wrong! What does id do best and dominate at? Can you say "action"? I knew you could. Quake will be constant, hectic action throughout - possibly moreso than doom. I will be concentrating on making Quake the most disquieting and upsetting game on the planet. Very, very evil." - id programmer John Romero, 1 December, 1994

"John Carmack is currently designing the engine. Multi-player should go something like this: someone owns a fast server somewhere. You dial in and join the game in progress. Ten or more people at a time can be in the world. You will not need a Pentium to play Quake. Everyone knows you don't need one for Doom either... but it doesn't hurt anything." - extract from help@idsoftware.com's .plan, on July 25th

"Of course, you'll still be able to pulverise stuff. That's just something to do and it's a lot of fun. I mean, when you play deathmatch, it's just great blowing people away. It is just totally fun. And we think that's still important. You get lots of feedback from it. It's a fun thing that you can't do in real life unless you want to go to jail, and it's a guy thing. So you're still gonna kill things in Quake, but not like in Doom II. in Doom II, you mow things down by the dozen. In Quake you'll fight, say, three monsters at the max. Probably you'll fight three guys, but it's going to be like a Virtual Fighter. There will be more skill involved in the fighting. You won't be holding the gun in front of you. In the games you've played before, you're still kind of distanced from the death. You're pointing the shotgun at something, you're pulling the trigger, and it shoots and the thing is dead. All you had to do was press the button - you move the mouse and press the button - and it's as easy as that. In Quake, you'll really have to kill things. you won't just press the trigger and hit it, you'll have to really beat the living shit out of the thing until it's dead. So you'll have this huge hammer and you'll pound it into blood paste on the floor, and you're going to have to take awhile, too. You're going to have to work on it. you won't just have this arrow point-and-click kind of thing... Quake will be the ultimate. You are not going to believe Quake. Quake is going to be an industry when it comes out." - John Romero, interviewed in the Doom II Strategy Guide

"The official release date is "when it's finished." and we never miss that date, by the way. [laughs] Our job is to make sure you, the user, have fun." - id's Jay Wilbur in an interview with Flux magazine

Forget Doom and its sequel - Quake is the future!

directly linked to the environment you are in.

What sounds most exciting of all is the network play options that are being bandied about. Whilst Doom practically invented the network game, Quake is threatening to take into the next generation with players able to interact with dozens of other Quake users. There have even been some stories about id releasing a version of the game with its own programming language that allows players to customise the game to their own specifications before unleashing it on their network servers. This effectively allows players to set themselves up as dungeon masters presiding over their own adventures (and setting up puzzles during play!).

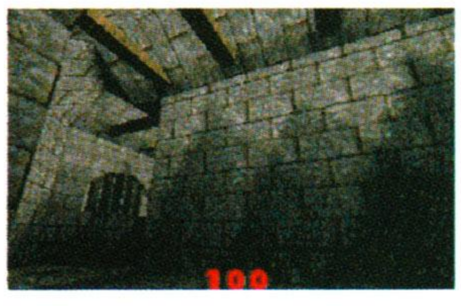
In terms of gameplay, Quake sounds exceptionally exciting. Rather go for an all-out "slug fest" like Doom, id are concentrating on a mediaeval action adventure game. Again, id hasn't released full details, but we have been promised a far greater level of interactivity between players. The mediaeval theme is easily apparent in these screenshots. If the darkened dungeons, castle walls and stain-glass windows don't convince you, check out the single monster that id has released - a dragon flying high above a castle's drawbridge.

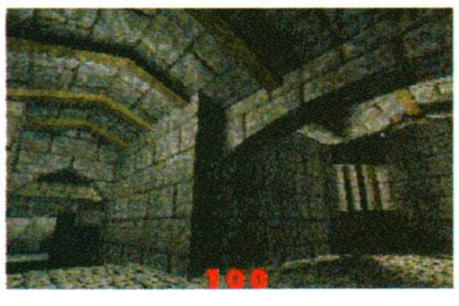
It's this particular scene which draws the most excitement, particularly when taken in context with comments from id themselves. Programmer John Romero comments, "In the screens where you see some pink/purple sky - that sky parallaxes and is spherically mapped. You can just imagine the wind whistling in your ears...You should see these screens in action".

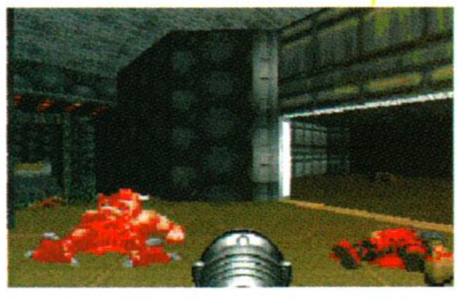
If Quake manages to live up to its hype, it will go down as one of the greatest games of all time. All eyes are on id software to deliver.

THE QUAKE ENGINE QUALIFIED

In order to show off just how much of a quantum leap this is compared to Doom, id has coded in a level of Doom into the Quake engine and released screenshots that show the same sections of the stage in both games. As you can see in these comparison shots, Quake is simply light-years of Doom and ranks alongside Scavenger's Into the Shadows as one of the most eagerly awaited PC games experiences.

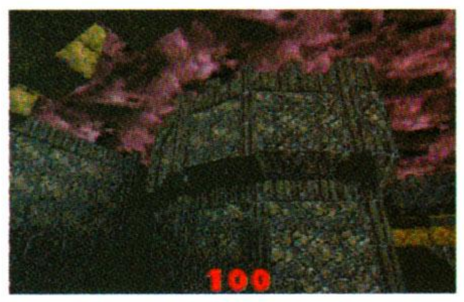


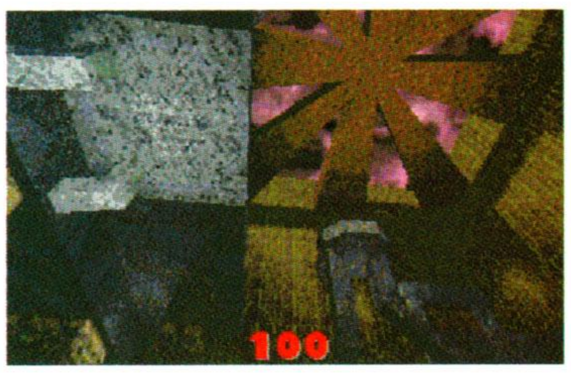


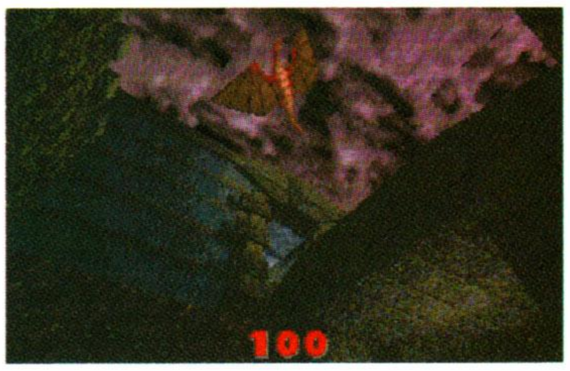


THE HI-RES STORY!

Another improvement on Doom concerns the implementation of a SuperVGA high resolution mode, weighing in at 640x480 pixels. id has released two screenshots of Quake running in hi-res, and as you can see, the results as stunning. You might be wondering what sort of PC you're going to need to get this sort of detail. The answer is, simply, "an expensive one". Try a top-range range Pentium in you want to see this running at 30 frames per second.







ENTER THE DRAGON

id has taken delivery of a series of Silicon Graphics Indigo workstations and with the use of Alias tools, the programmers are hoping to create some awesome looking objects and monsters. The dragon (above) shows what id has in mind...

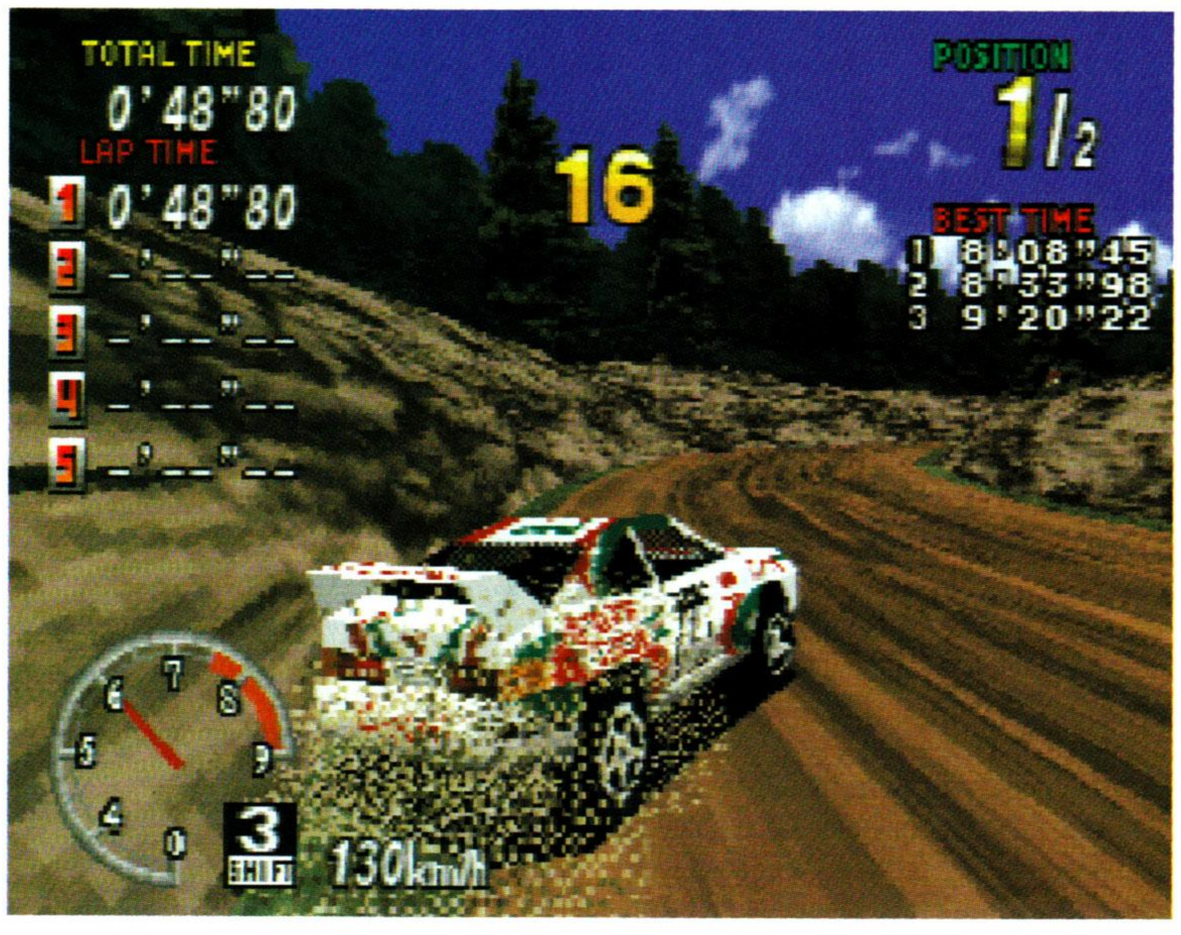
DOOMED

The locale: Doom, episode one, mission five - as it appears in the original game (bottom) and how the same level appears when it has been "Quakified". As you can see, this truly is a quantum leap above what is one of our greatest games of all-time.

SS SEGA
CLASSIC AM3 COIN OP
SEGA RALLY
AVAILABLE FOURTH QUARTER IN U.K. PRICE UNCONFIRMED

IT'S THE REAL THING

SEGA RALLY CHAMPIONSHIP



Sega's Amusement Machine Research and Development Department Three sprung to the fore earlier this year with the release of Sega Rally Championship - a stunningly realistic driving simulation that eclipsed the brilliance of the mighty Daytona USA. And now it's coming to Saturn and Sega Europe have informed us, "This does to Daytona USA what Virtua Fighter 2 will do to Virtua Fighter". From the quality of these screenshots, who are we to argue? For the first true picture of what Sega Saturn owners have in store, read on...

AM3 are overseeing this important project, with Sega of Japan's own CS team actually dealing with the conversion work. What has been revealed so far has been extremely impressive. In the 30% complete version, one track is playable (the forest stage), two cars (with manual and automatic shift) are selectable and the basic game logic is nigh-on complete.

It is the game's graphics which are drawing the most attention. The CS team have bettered AM2's Daytona efforts by producing a display that is uncannily realistic to the original Model Two coin-op. The speed of the product is highly realistic too - the team has been able to match the 30 frames per second update of PlayStation Ridge Racer and WipeOut without even breaking a sweat. What hasn't been confirmed is whether the game is using the SGL graphics library - AM3 are keen to distance themselves from the limelight-attracting AM2 division (who created the SGL) and want their product's quality to speak for itself.

Using your skill and the drift effects, push yourself to the limit!

If Daytona USA was graphically ropey, at least it had the gameplay intact. Even at the 30% complete stage it's clear that AM3 has equalled this achievement with super-smooth gameplay and near-perfect driving mechanics in place. All of the four-wheel drive power drift moves have been coded in and seem extremely close to the arcade original. It is, quite frankly, far in advance of any Saturn road racer yet seen.

The other disappointing aspect of AM2's Daytona was the lack of a two-player option. At this stage it's unclear quite what AM3 are hoping for. The **MAXIMUM** team are hoping for a link-up feature which would connect two Saturns together, each with their own individual screen. However, Sega Europe are pouring scorn on this idea and have hinted that we'll have to make do with a split-screen two-player option in the style of Virtua Racing Deluxe on the Megadrive 32X.

Other extras are promised too - it's unlikely that we'll see any more courses (although the ever-popular mirror mode may make another comeback) but extra cars and a Daytona-style series of hidden features and codes are more than likely to make their way into the conversion.

Sega Rally is scheduled for a December release in Japan, but it seems that development is occurring at a frighteningly fast rate and this may be brought forward. Sega Europe are hoping to have the game ready in time for Christmas, but an early 1996 release might be more realistic.

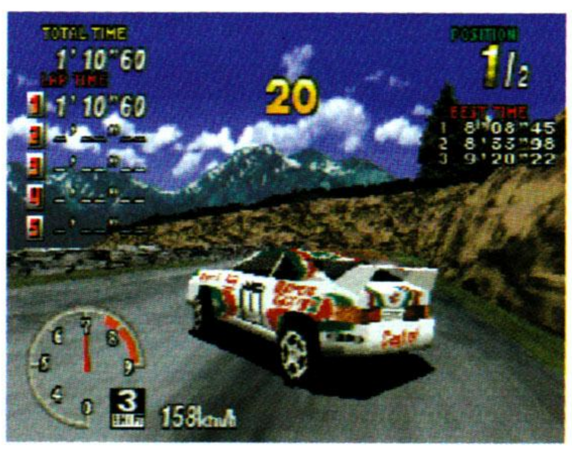
Sega Rally is undoubtedly the hottest racing game currently in development for

POWERSLIDE!

What arguably made Sega Rally a more enjoyable experience than Daytona USA was the incredible power-sliding. Expect this to be perfectly reproduced on Saturn.

THE LAWS OF PHYSICS

Realism is very important in Sega Rally. It's possible to perform some stunning leaps across the scenery. Sega's CS team has already coded this in.



Encouraged by the enthusiastic cheers of the spectators, zoom past your opponents leaving them in a cloud of dust!! Experience the authentic realism of this driving simulation when Sega Rally Championship arrives on the Sega Saturn!!

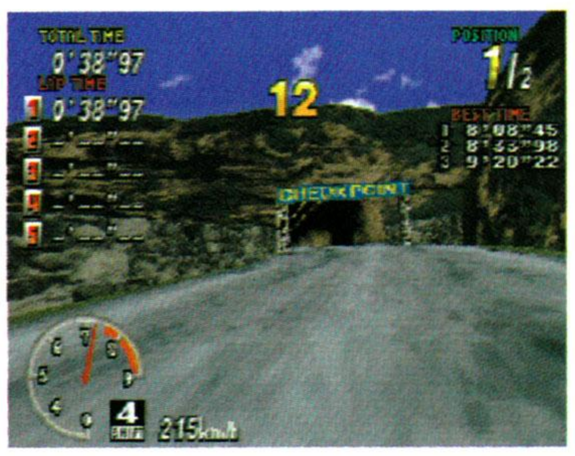
Saturn and its development is being closely monitored by our sister publication, the official Sega Magazine. Their next edition, on sale September 16, has a Sega Rally cover and a full feature on the game. There includes a full interview with AM3 producer Mister Mizuguchi along with coverage on the latest version of the game where you'll see the first pictures of the desert course and the other car coded so far. It's an essential read for all Saturn owners. Of course, **MAXIMUM** will be covering the game in more depth in our mid-November issue.

TWO CARS - MANUAL AND AUTOMATIC

Both the Fiat rally car and the Lancia Delta have already been converted into the Saturn version of Sega Rally Championship. For the "original" mode, the CS team aim to incorporate more cars. Nothing at all has been confirmed as of yet.

FOREST TUNNEL

The tunnel on the Forest stage has been perfectly reproduced on Sega Saturn. Powerslide around the mid-tunnel bend and put your foot to the floor.



DUAL PERSPECTIVES INCORPORATED

Most of the shots on these news pages show the external viewpoint. However, for a speedier perspective, press the X button to switch to the front bumper view.

At top speeds the outside world whizzes past you!

Two kinds of cars relentlessly compete for the Sega Rally Championship!!

SEGA RALLY SHORT STORIES

The CS team behind the Sega Saturn conversion of Sega Rally Championship have an excellent track record behind them - particularly in the area of racing game conversions. The programmers have been previously responsible for Virtua Racing on Megadrive and its pseudo-sequel Virtua Racing Deluxe on 32X.

Although Sega Rally Championship features realistic sponsorship texture-mapping on the cars, no specific deal was struck up at all. AM3 contacted the Fiat team when researching coin-op Sega Rally and came to an informal agreement which allowed them to use official logos and suchlike in the game. The Fiat team were also instrumental in AM3 getting the feel of the game right, allowing them access to actual vehicles.

Full compatibility with the analogue racing controller has been confirmed by AM3. It's a shame that the controller has no real feedback (which was a major contributor to the realism of the coin-op), but again AM3 are hoping to better Daytona USA's compatibility, which seemed a tad flakey in places.

The CS conversion team behind the Saturn conversion of Sega Rally were as keen as the original AM3 team to experience rallying first-hand and jetted out from Japan to witness the Indonesia Rally staged in July. Again, the objective was to gain more of a technical perspective on how the cars moved. Two vehicles in the event had Sega Rally sponsorships stickers on them!

The intermediate track (the forest) was coded first for technical reasons. Although there are two more advanced courses in the game, the forest has the most twists and turns, making it the most difficult to manage in terms of memory.

The full-blown Sega Rally arcade machine features arguably the most realistic sound found in an arcade game to date. There are ten different speakers in the cabinet, including a powerful sub-woofer for the ultimate in bass. The Saturn conversion features sound quite similar to the coin-op's, with the conversion team hoping to incorporate some kind of surround sound effect.

The next challenge for the Rally conversion team is to bring enemy cars into the picture. There are less cars in the race than in Daytona, so the 30 frames per second speed shouldn't be compromised. However, the coin-op Rally cars were significantly cleverer than their Daytona equivalents, so it may present some problems for the team.

MAXIMUM NEWS

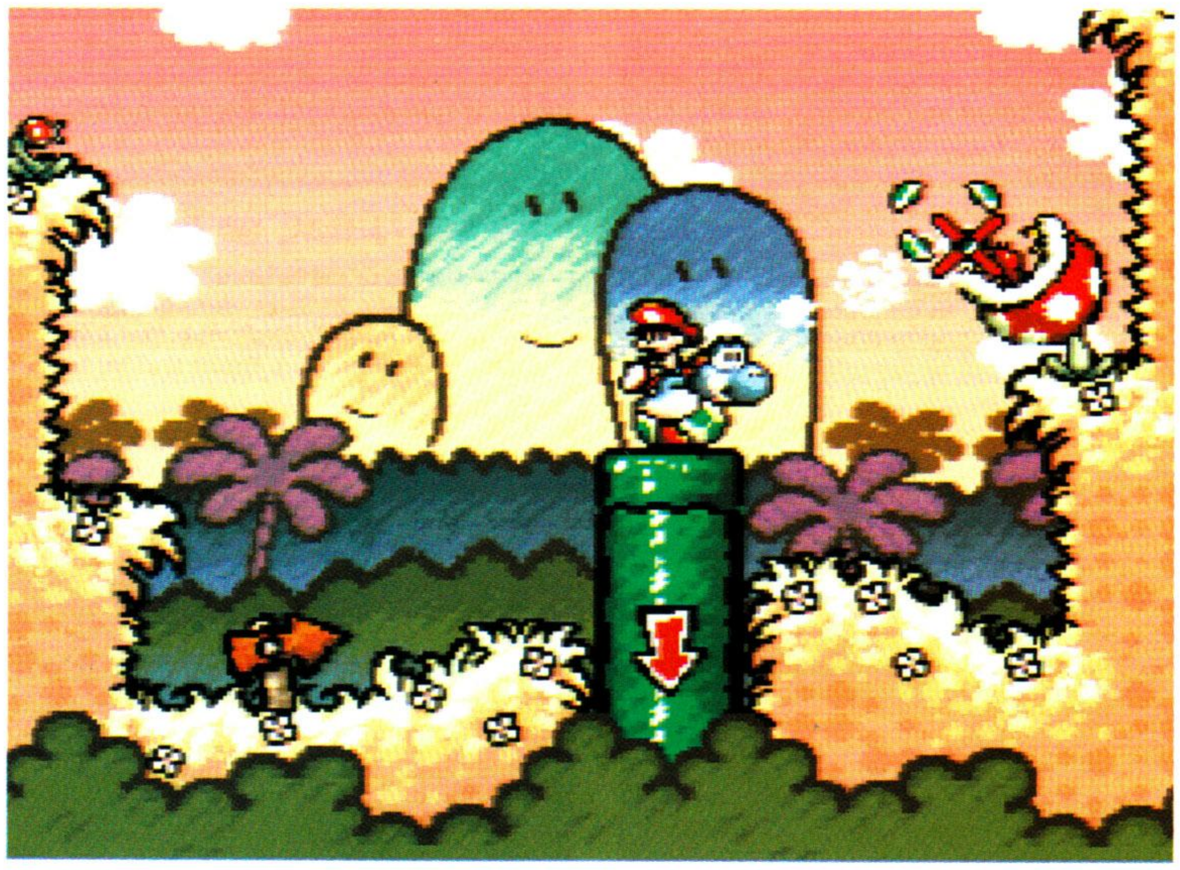
SF NINTENDO

SUPER MARIO BROS V:
YOSHI'S ISLAND

AVAILABLE NOW IN JAPAN. PRICE 9800 YEN - U.K. RELEASE UNCONFIRMED

MARIO NO DINOSAUR

SUPER MARIO BROS V: YOSHI'S ISLAND



You must master the "Egg Toss"!

With respect to Sega and Sony for initiating the move toward a next generation of gaming hardware, MAXIMUM would also like to salute Nintendo this first issue. Not because they have forwarded the release date of Ultra 64, or any such thing. The reason is to celebrate their irrefutable understanding of the games player. On August 5th the world's dominant pioneer of video games released the most powerful argument yet that their 16-bit platform was far from obsolete. With just one game Nintendo could persuade millions of potential 32-bit early-adopters to hold-back on horsepower, and take the reins of a pretty little dinosaur instead. Super Mario Bros V is here.

Yoshi's Island, as you can plainly see from the many screenshots, is essentially a 2D platform game – exactly the kind of thing Sega and Sony are breaking away from with their new systems. Assuming you consider this a bad thing, we'd like you to ruminate on some interesting facts. As a Mario Bros game, Yoshi Island is backed by a reputation some 100 million sales strong. In fact the collective series has achieved considerably more than that – we'd offer a precise number, only the games are still selling by the crate-load! Another major recommendation, so far as Nintendo-philes are concerned, is Shigeru Miyamoto's signature at the head of the production credits. The man's history has been chronicled to exhaustion many times before, but suffice to say that in gaming circles Miyamoto's name carries far more weight than Steven Spielberg's could ever sustain (Miyamoto has never released the equivalent of the Goonies!).

The best angle we can take, on helping you appreciate the significance of Yoshi Island, is that of development time combined with a complete understanding of hardware concerned. Mister Miyamoto is one of the longest serving Nintendo employees. He was already ten years into his career when the Super Famicom was first released, for which he developed Super Mario Bros IV: Super Mario World. Work started on this sequel when Nintendo's proprietary FX chip was completed, in 1992. Though StarWing showcases the FX chip's capabilities in its purest form with texture-mapped polygons hitherto unheard of on console Yoshi Island is more subtle than that. StarWing's spaceships, and Stunt Race FX's cars provide obvious demonstration vehicles for the FX technology. In Yoshi Island the chip brings the unexpected to the most familiar gaming environment on console.

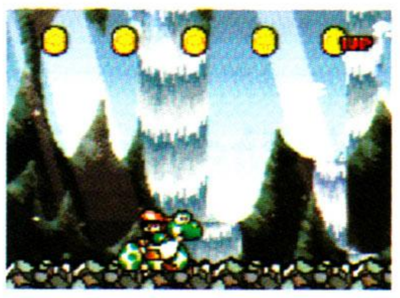
Before we go into the special effects, it's as well to point out some other advantages offered by the FX chip. Because it enhances the processing power of the Super NES even the basic game engine is able to manage more information. Even in standard form, the graphics are bold-sized and richly detailed. The number of enemy characters encountered exceeds 130; some of which only appear once the entire game! You may wonder why this is really so impressive, but this is a Super Mario game where every variety of foe serves a different purpose. Indeed this practical usefulness is scarcely seen outside of the Mario universe, where most platform games feature both back-drop and bad guy as mere decoration. By con-

THROW EGGS TO DEFEAT ENEMIES!

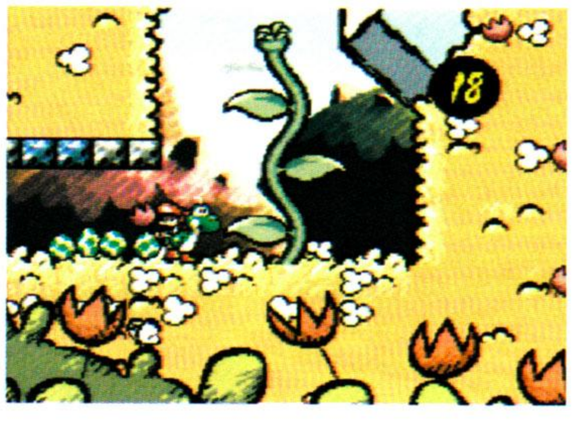
Mastering the 'Egg Toss' is essential before you start to explore Yoshi's Island. Use eggs to blast the red flowers that block your route. Press the A button to activate the aiming cursor then press the A button again to throw the egg.
Yoshi produces eggs by swallowing enemies with his tongue. Press down on the joypad with an enemy in Yoshi's mouth.

GREEN PIPES LEAD TO SECRETS!

The first green pipe leads Yoshi to one of his many underground adventures. The message block opposite the pipe entrance gives clues about three new objects.
Here Yoshi needs to use the Boulder Bill as a platform to reach the coins. To collect the Stars from the Tulip fire an egg so that it rebounds off the ceiling into its open mouth.



Play perfectly! Your goal is 100 points for every stage!



THE SCORE BOARD WILL REVEAL ALL!

When you reach the goal on each stage you, the scoreboard reveals itself. All the items you collected are displayed, informing you if you have a perfect score like a master or a sub-standard score like a weener!
Getting perfect scores on all eight stages of any level opens up a secret stage and a bonus challenge.

METAMORPHOSE INTO YOSHI VEHICLES!

On stage two Yoshi discovers the first Metamorphosis bubble of the game. Touch the bubble and Yoshi becomes the pictured item. Use the helicopter to discover the hidden items on that stage before the time limit runs out and you revert back to the Yoshi form. Alternatively locate the Yoshi Block to transform back.

FIND THE KEY TO OPEN THE LOCKED DOOR!

Some stages have locked doors that are either out in the open or hidden away from sight. To open the locked doors you must find and collect the key.
Enter a locked door to explore secret areas or compete in a mini battle game. Win the battle game to collect special items including Winged Clouds, 1-UPs and eggs.

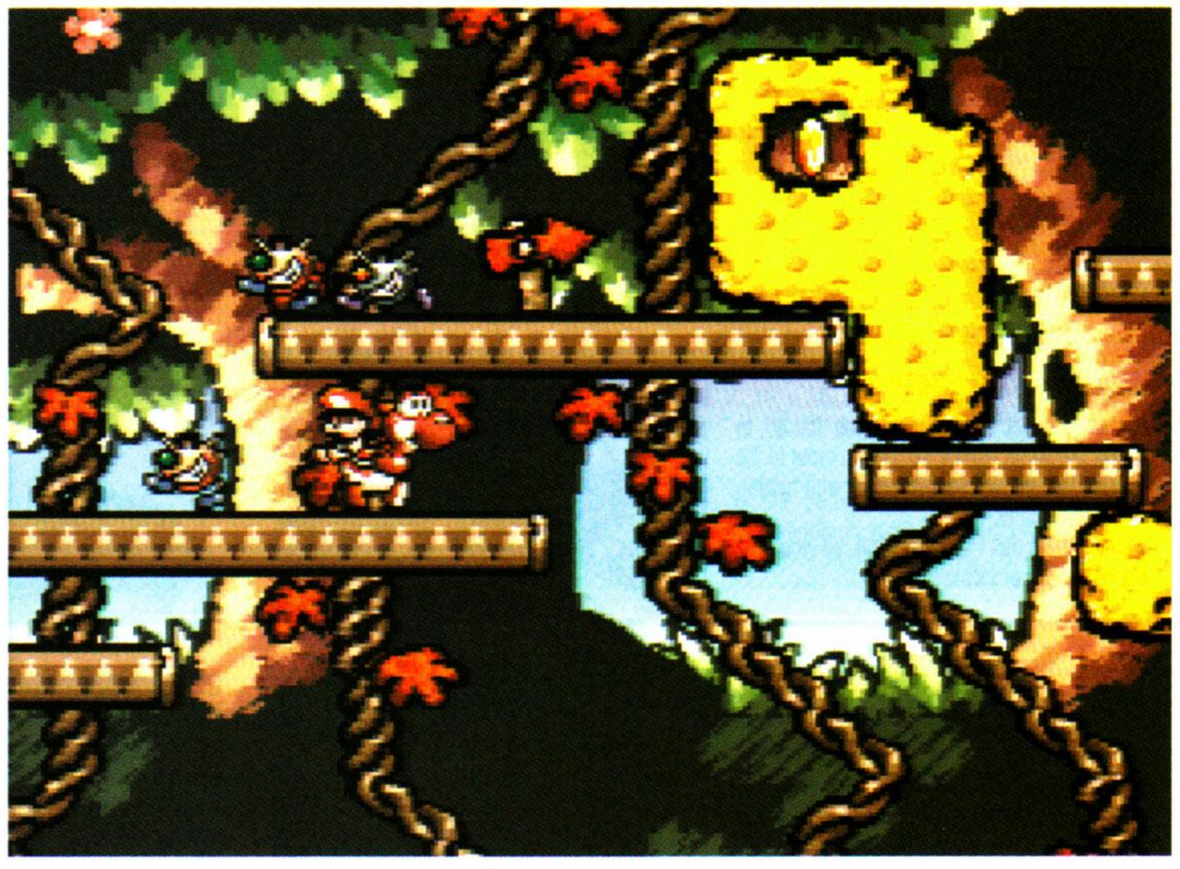
If you get hit by an enemy, Baby Mario falls off your back!!

trast many graphic features in Yoshi's Island are subject to player modification, where secrets are invariably revealed.

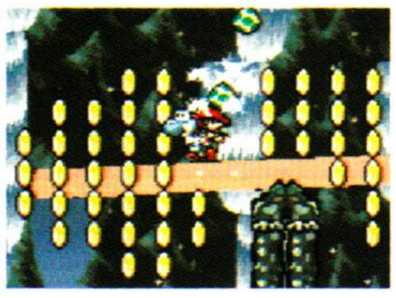
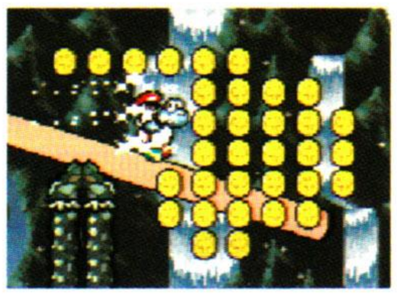
So to the special effects. Perhaps the most subtle thing is the quality of animation. Most everything is seen jiggling about in some form or another – from the smallest creature, to the entire screen. Smaller characters rarely stay miniature for long; as the dinosaur-eating Red Flowers prove. From just a mere pod they bloom into a Yoshi-size mouth, snapping at the little dino's heels. Cell-animation quality also dictates how some of the enormous incidental creatures behave. From out of the lava appears a beast six times Yoshi's size, and it moves with a glutinous fluidity that simply cannot be achieved inside five or so frames of animation. Similarly graceful is the water creature that balances a platform on its head, providing a tricky obstacle for Yoshi. It ducks and weaves as though it were a living thing.

We mentioned the practicality of the backdrops. This is where Miyamoto and his team have allowed the FX to run riot! When sections of wood-panels aren't coming crashing down on Yoshi's head, or huge rotating drums aren't being teetered across, the scenery is often moved wholesale from one position to another. Complete sections of wall disappear in an instant. Are munched through by gigantic snappers (remember Bow Wow from Mario Bros 3?) The slender vines that sprout in the Mushroom Kingdom, leading to secrets, are replaced by giant beanstalks; leaves unfurling as they grow. Disney's Fantasia was never this good!

It's a common mistake for many magazines to credit all the wonder of an impressive game down to the machine. True, the Super NES is capable of shout-

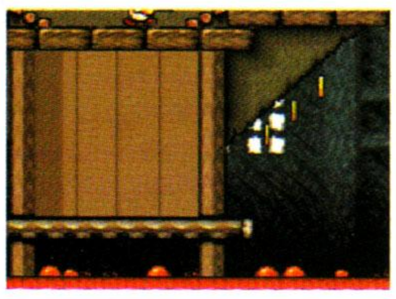
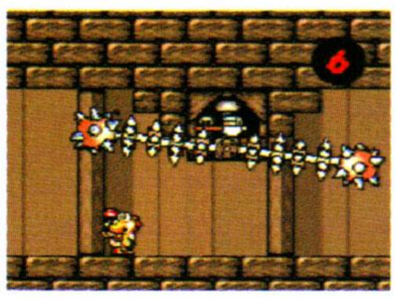


Pound the ground to discover invisible items and switch blocks!

POUND THE GROUND AND SEE WHAT HAPPENS

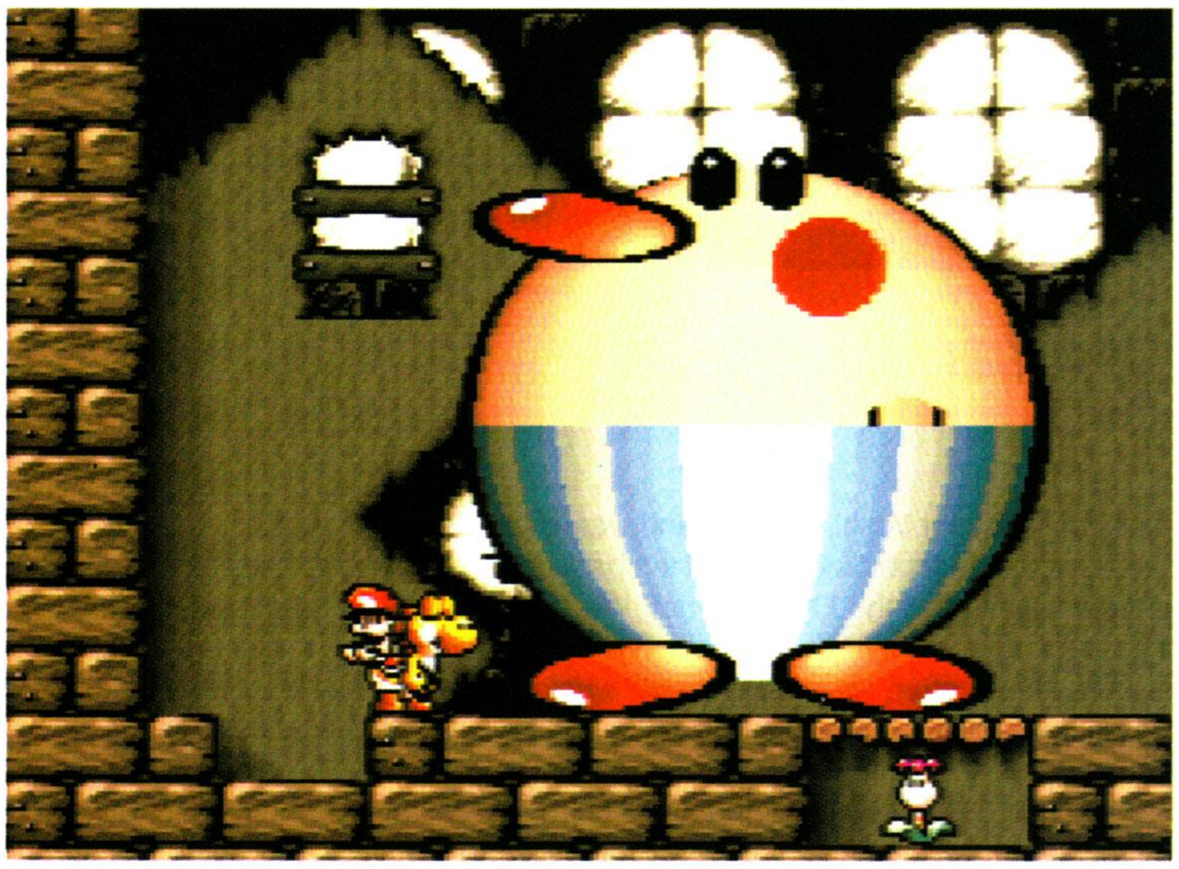
Most stages have a hidden switch block located in the scenery. Activate a switch block to make a red arrow appear nearby. Push down over the arrow to enter a secret room full of coins and items.
Some of these rooms contain items needed for a perfect score so you can't pass them by!

CASTLES HOUSE KAMEK'S BOSS SERVANTS!

Every world has two stages set inside one of Kamek's castle fortresses. Each one is home to some particularly nasty enemies and devious hazards that make it very difficult to pass through unscathed.
The exit of each castle is guarded by a enemy who is pretty harmless until Kamek uses magic powder to increase it's size ten fold!

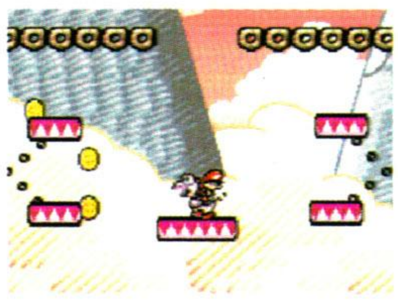
ing down many challenges currently being set by the new 32-bit systems. This just comes back to the point of development time and knowledge of the hardware. The point is they're forgetting that behind the amazing visuals and sound effects is a prodigious design team. And they don't get any better than Shigeru Miyamoto's R&D. MAXIMUM even dares to venture that we're unlikely to play a platform game so 'complete' as Yoshi's Island on any of Nintendo's competitors' machines ever. This is genius, no doubt about it.

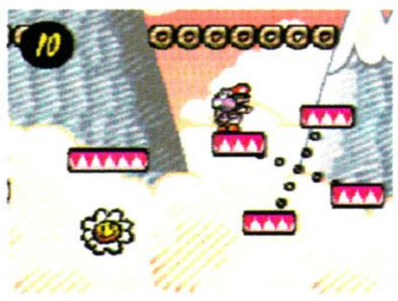


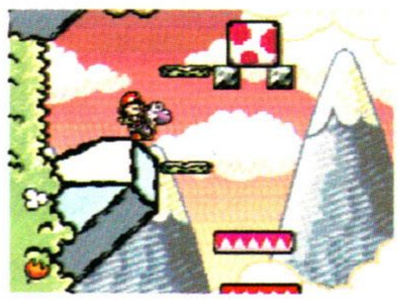
WATCH HIM GROW!

This enormous boss effectively showcases the use of the FX2 chip in Yoshi's Island. Whereas a lot of the FX effects earlier on tend to be simplistic and subtle, this is the first time that the game shows the true power of the extra chip. It sure looks great.

The game is automatically saved every time you complete a stage!!

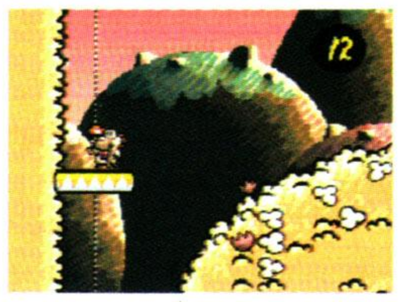






DEVIOUS BY DESIGN!

On later levels it becomes even harder to locate the perfect score items with most of the winged clouds and secret rooms well hidden in the landscape.
Luckily there isn't a time limit so you can explore every possible avenue.



DIG WITH THE MOLE TANK!

Red coins are buried in soft rock and only the mole tank gets them out. Yoshi must touch the metamorphosis bubble to transform and then tunnel his way through to reach the items.
You only have one chance so be quick - errors will not be tolerated!

MUCH MORE WITH A PERFECT SCORE!

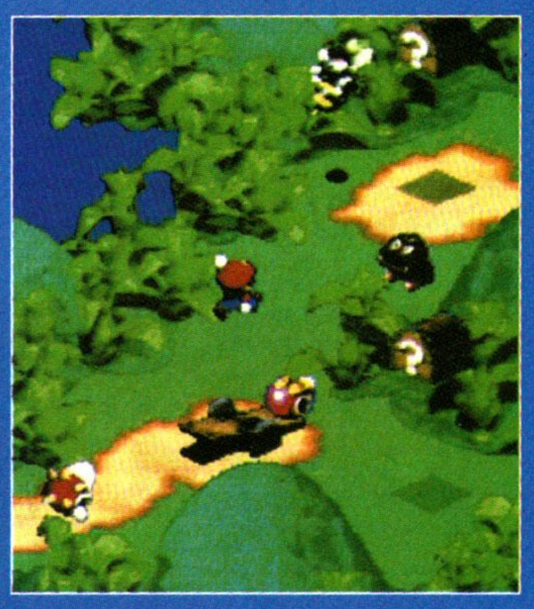
We have only been able to show a fraction of the hugeness that is Super Mario Bros V: Yoshi's Island. The game is monstrous and even though you can wade through it quickly without perfect scores you won't see everything the game has to offer. Go for 100's!

Time is running out Yoshi! Rescue Luigi fast!

SUPER MARIO RPG REVEALED

Just as Yoshi's Island landed in Japan, Nintendo announced the development of the next title to star their icon character. Entitled simply Super Mario RPG, the game managed to excite the **MAXIMUM** team immensely (even though it is only a Super NES title), for the game is a collaboration between Nintendo of Japan and undisputed masters of the RPG genre, Squaresoft.

The first screenshots of the game (one of which accompanies this piece) have been released and reveal Super Mario RPG to be an isometric 3D affair. This game once again re-affirms Nintendo's commitment to their 16-bit platform and shows that the Super NES is still a force to be reckoned with.



PLAY 10 NU64 GAMES SOON!

As this *issue of* ***MAXIMUM*** *went to press, Nintendo issued a press release containing the most concrete Ultra 64 details revealed so far. The company has confirmed that they will be exhibiting the final machine at the Shoshinkai show in Tokyo this November, with over 100 demonstration units being used to present a massive 10 NU64 games. Two titles are definitely scheduled to appear at Shoshinkai - a Mario game being on display is a dead cert, as well as a new chapter in Squaresoft's incredible Final Fantasy saga. Although Nintendo had nothing more to offer in terms of solid details,* ***MAXIMUM*** *is sure that Paradigm's flight simulation game (hotly tipped to be the sequel to PilotWings) and Rare's Killer Instinct sequel will appear.*

Details of Nintendo's new NU64 controller have also been leaked to the press. Designed for 3D games in particular, the joypad looks like a strange hybrid between the Virtual Boy pad and PlayStation controller. Ten buttons are evident on the beast and it's reported that the controller can accept analogue as well as digital movement (which makes it ideal for many simulation applications).

There is still plenty of conjecture about NU64 and we guess that we will have to wait until Shoshinkai before we finally get the whole, unabridged story. Rest assured we're already booking the flights.

TWENTY PAGES OF CRITICAL COMMENT ON THE GAMES RELEASED THIS MONTH ON ALL MAJOR "NEXT GENERATION" FORMATS!!

THE ESSENTIAL BUYERS GUIDE REVIEWS

Welcome to the very first reviews section of MAXIMUM magazine. You'll quickly learn that we review videogames quite unlike any other journal. For a start you'll find that we don't give percentages as overall scores - we use the tried and tested "stars" system. Our scores are a simple summing up of the review text - that is, is the game in question really worth buying? Any other details (such as how it compares to other games in the genre which receive the same rating) will be contained in the actual review. We don't want our comments to be constrained by ratings boxes or any such frippery - you'll find full, incisive remarks within the main review text.

Our aim in this sizeable section is to review as many of the month's releases as we can get our hands on. We don't cover import games in this section and unless there are very special circumstances, we only review official PAL products. Compare Daytona PAL to the original NTSC game and you'll find that there is a sizeable difference - and we feel that these should be fully explained and commented upon.

You will find that our Extended Play features at the front of the magazine are reserved only for recommended software - you won't find an Extended Play on any game that scores less than four stars.

MAXIMUM RATINGS SYSTEM

★★★★★ *A truly outstanding release, classic in every sense of the word.*

★★★★★ *A recommended title that's head and shoulders above the competition.*

★★★★★ *Reserved for fairly entertaining games that are missing a certain "something".*

★★★★★ *A below-par videogame that could only appeal to the proverbial "fan of the genre".*

★★★★★ *Hideous software that should not blight your prized games collection under any circumstances.*

SOFTWARE LINE-UP

Sega Saturn

VIRTUA FIGHTER ★★★★★
PANZER DRAGOON ★★★★★
CLOCKWORK KNIGHT ★★★★★
INTERNATIONAL VICTORY GOAL ★★★★★
PEBBLE BEACH GOLF ★★★★★
MYST ★★★★★
PARODIUS DELUXE ★★★★★
ROBOTICA ★★★★★
DAYTONA USA ★★★★★
BUG! ★★★★★

Sony Playstation

WIPEOUT ★★★★★
RIDGE RACER ★★★★★
RAPID RELOAD ★★★★★
BATTLE ARENA ★★★★★
TOSHINDEN
JUMPING FLASH ★★★★★
KILEAK THE BLOOD ★★★★★

Neo Geo CD

KING OF FIGHTERS '95 ★★★★★
KABUKI KLASH ★★★★★
SAVAGE REIGN ★★★★★
DOUBLE DRAGON CD ★★★★★
SUPER SIDEKICKS 3 ★★★★★

3DO

SPACE HULK ★★★★★
DAEDALUS ENCOUNTER ★★★★★
KINGDOM: THE FAR REACHES ★★★★★

PC/CD-ROM

MECH WARRIOR 2 ★★★★★
CRIME PATROL ★★★★★
1994: BATTLE ACROSS THE RHINE ★★★★★
PINBALL ILLUSIONS CD ★★★★★

MAXIMUM RECOMMENDED

VIRTUA FIGHTER — Sega Saturn

*Although undeniably impressive-looking, the graphics in Virtua Fighter have been improved upon in later beat 'em up releases. However, the fact that this title remains the most played in the **MAXIMUM** office is down to the superlative gameplay. That's why we've awarded it five stars.*

DAYTONA USA — Sega Saturn

*A first generation Sega Saturn product that fails to impress significantly in the graphics department. However, here at **MAXIMUM** we are concerned about playability and there is absolutely no doubt that in that respect, Daytona USA is one of the best possible purchases for Sega Saturn owners.*

KING OF FIGHTERS '95 — Neo Geo

An instant five-star rating for what is, quite frankly, the very greatest sprite-based combat game yet seen in the arcades or on a home system. King of Fighters '95 manages the impossible in improving upon last year's KoF release and is undoubtedly a major contribution to videogaming excellence.

SPACE HULK — 3DO

Based on the Games Workshop fantasy role-playing game, Space Hulk was converted onto the Amiga and PC to some acclaim. And now the game has reached 3DO, complete with a vastly revamped look and all-new gameplay elements. It's another excellent reason to own a 3DO - once again EA have delivered.

MECHWARRIOR 2 — PC/CD-ROM

Arriving just too late for the Extended Play treatment, Activision's MechWarrior 2 is undoubtedly the best PC game of the month. With the huge tomes of BattleTech background to draw upon, MechWarrior 2 features a very believable environment - but more importantly, it plays incredibly well.

MAXIMUM GAME OF THE MONTH

WIPEOUT

In a word: incredible. Psygnosis' first PlayStation release features the greatest graphics yet seen on the machine, along with super-smooth gameplay and a substantial atmosphere. A two-player link-up mode adds even more class to this essential purchase.

MAXIMUM SATURN

Sega Saturn's release is being followed up by an exhaustive range of peripherals...

1 EXTRA PAD
Essential for those Virtua Fighter battles.

2 POWER RACER
Add extra challenge to Daytona with this unwieldy item!

3 VIRTUA STICK
Not as instinctive as a pad, but very arcadey indeed.

4 LIGHT GUN
It's going to be essential for Virtua Cop

5 SIX PLAYER MULTI-TAP
An excellent idea, but where are the games?

INFORMATION SUPPLIED BY SEGA

VIRTUA FIG

BRINGING YOU THE THRILLS OF HIGH-SPE REALISTIC FIGHTING THAT ALLOWS FOR FI

Singled out by many as one of the greatest fighting experiences ever devised, Sega's crack AM2 team of programmers have handed in a stunningly close conversion that is quite possibly the best game available for the machine.

To the uninitiated, Virtua Fighter could well come across as a limited, graphically out-classed combat title. There are less characters than newer games of the ilk (on other systems), they share a lot of the same moves and techniques and the polygon graphics have been bettered by PlayStation products - and indeed by Sega of Japan's own Virtua Fighter Remix.

Every one of these points is valid to a certain extent, but equally true is the fact that we've been playing this game ever since the Japanese launch last November and we're still playing it. The reasons behind its extended longevity revolve around the gameplay.

Whilst some of the characters seem to share perhaps too many techniques (Pai and Lau, for example) - on a fundamental level they play totally differently, specialising in different areas. The reality engine that Virtua Fighter incorporates allows for a huge amount of flexibility in the gameplay. Well-documented combinations can be easily adapted by advanced players, resulting in some exceptionally impressive moves. The Lau eight-hit combo is a great example of this, but every fighter has almost limitless scope for coming up with all-new attacks.

AM2's title was the very first combat game to feature 3D motion capture techniques, and they remain the best in the field. Virtua Fighter uses a very clever mixture of

REALISTIC 3D FIGHTING ACTION! K

The "early" release of Sega Saturn has injected a new sense of optimism into the videogames industry. Following the abortive 32X debacle, both retailers and more importantly gamers finally have something to cheer about. Consumer videogames have really entered the next level. Regardless of the criticisms levelled against the system from certain quarters, it's clear that Sega's system is going to be a major player in the next generation format wars. Daytona USA and Virtua Fighter effectively sum what the new machines are all about - not only do they look fantastic, they actually have gameplay mechanics that aren't possible on 16-bit systems - and that's what's truly important.

A shame therefore that not all of the Saturn releases can follow the example of AM2's masterworks. Clockwork Knight, Victory Goal and Pebble Beach Golf all look very next generation-ish, but the fact is that the gameplay on each of those titles is decidedly 16-bit in nature. It's clear that something is happening in the development centres in Japan and to a less extent, the USA, as Saturn titles in production look far more promising.

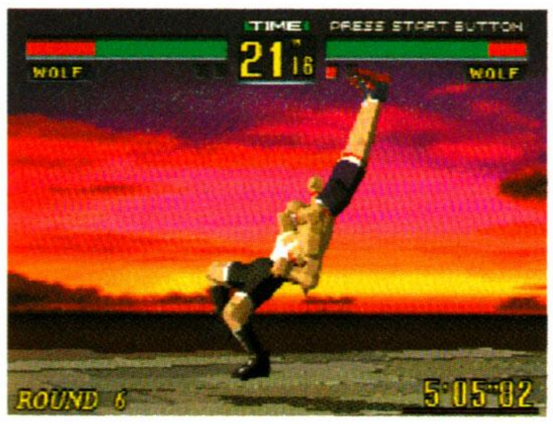
That being the case, what we want to see is a clearer commitment from Sega to simultaneous worldwide releases. There's no reason why European gamers (who spent the most money on their hardware) should play substandard titles when there's something far superior in Japan. And after all, if Sega can perform near-simuiltaneous releases with 32X games, why not Saturn titles too?

SEGA SATURN

VIRTUA FIGHTER AND DAYTONA USA LEAD THE SEGA SATUIRN'S ONSLAUGHT ON THE UK MARKET - BUT HAS SEGA'S SECOND WAVE OF SOFTWARE GOT WHAT IT TAKES TO DEFEAT NEWCOMERS SONT?

GHTER

D, SUPER ISH REPLAYS!



MAXIMUM SATURN

Who's the best Virtua Fighter? After months of exhaustive in-office-hours er, *research*, here are our results

1 SARAH

Super speed and an unbeatable range of easy-to-execute combination attacks. Sarah is unstoppable in the right hands..

2 LAU

A true expert's fighter. Once you've effectively mastered his opponent "floating" techniques, he's actually a bit better than Sarah.

3 JEFFRY

The surprise of the list. Jeffry has unpredictability on his side in offensive situations and his throwing moves are the best counter-attacks in the game.

4 AKIRA

Like everyone else, we hated him at first. However, his range of techniques and counter-strikes makes him surprisingly powerful in close-quarters combat.

5 JACKY

Not as fluid or as powerful as sister Sarah, but still capable of some lightning-fast attacks.

CHART COMPILED BT ***MAXIMUM***

superbly exaggerated sound effects coupled with a tangible, realistic impact for every blow. The effects also tell you just how hard you've hit your opponent - basically it's a subtle form of timer that informs you how long it's going to take for your foe to rise.

The Japanese version of Virtua Fighter was rightly praised for being arcade-perfect in the gameplay department, with only minor deficiencies in the graphics. In converting the game onto PAL Saturns, AM2 have had the opportunity to iron out some of the visual deficiencies that the older version had. Disappearing extremities and annoying flicker were very much evident in the original game and they have been tidied up for the official European release (although there is still some very minor glitching on the odd occasion). However, there are two problems with the PAL conversion.

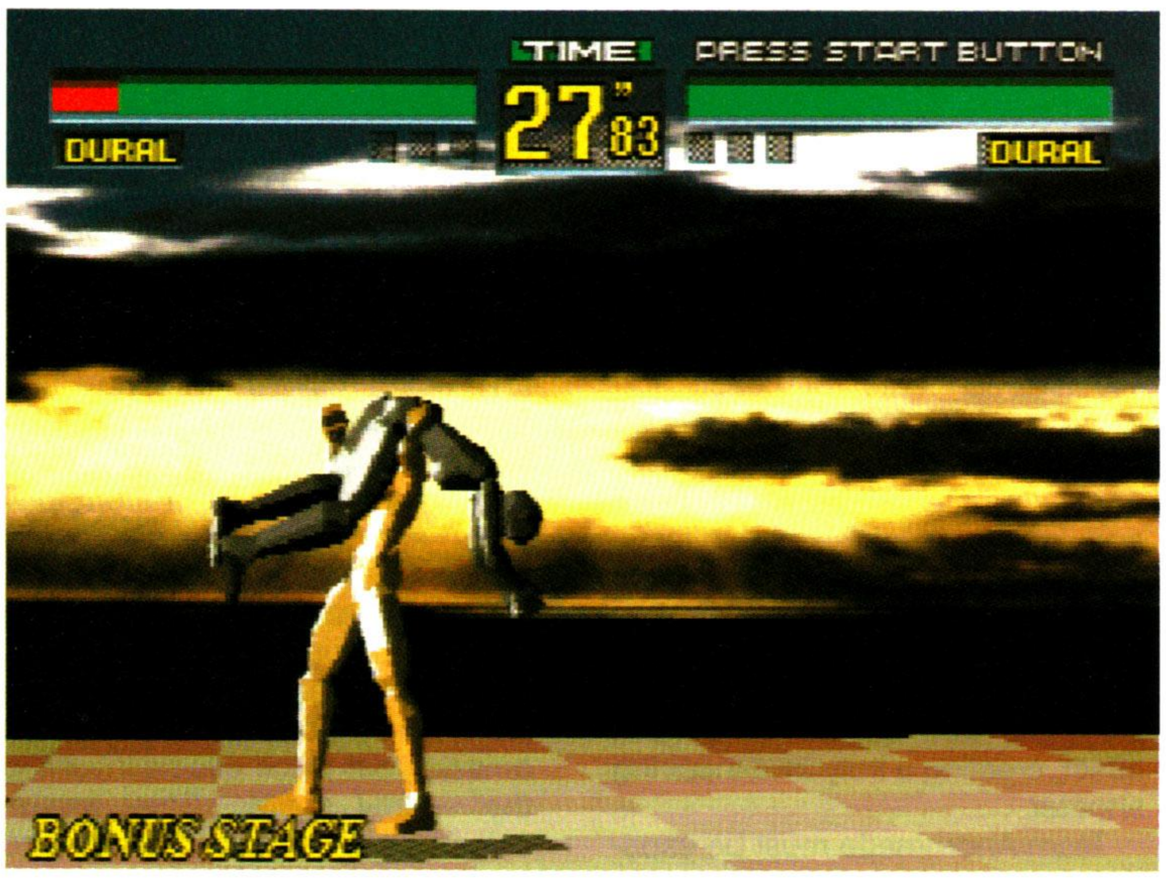
The first is a superficial gaffe - namely that Kage's victory pose is marred by the fact that his right foot has been put on backwards! It's frankly unbelievable that an outfit as professional as AM2 (who did carry out the PAL translation before starting work proper on Virtua Fighter 2) could make a mistake as big as this.

The second problem concerns the PAL conversion on a more fundamental level. The game no longer runs at 30 frames a second like the original arcade machine and this does effect the overall timing required for combination attacks. The lack of PAL borders is impressive, but to us, converting the gameplay across 100% is far more important. Unless you've been playing the Japanese version or the arcade game recently, it's unlikely that you're really going to notice the slight change of pace. These are very small problems, it has to be said, and we have to admit that after a short period of time, it was back to Virtua Fighter business as usual.

AM2's masterwork is simply an excellent game and it would appear that only the Japanese company themselves seem to have the necessary skills to better it. Until VF2 arrives, this is as good as 3D beat 'em ups are going to get.

★★★★★

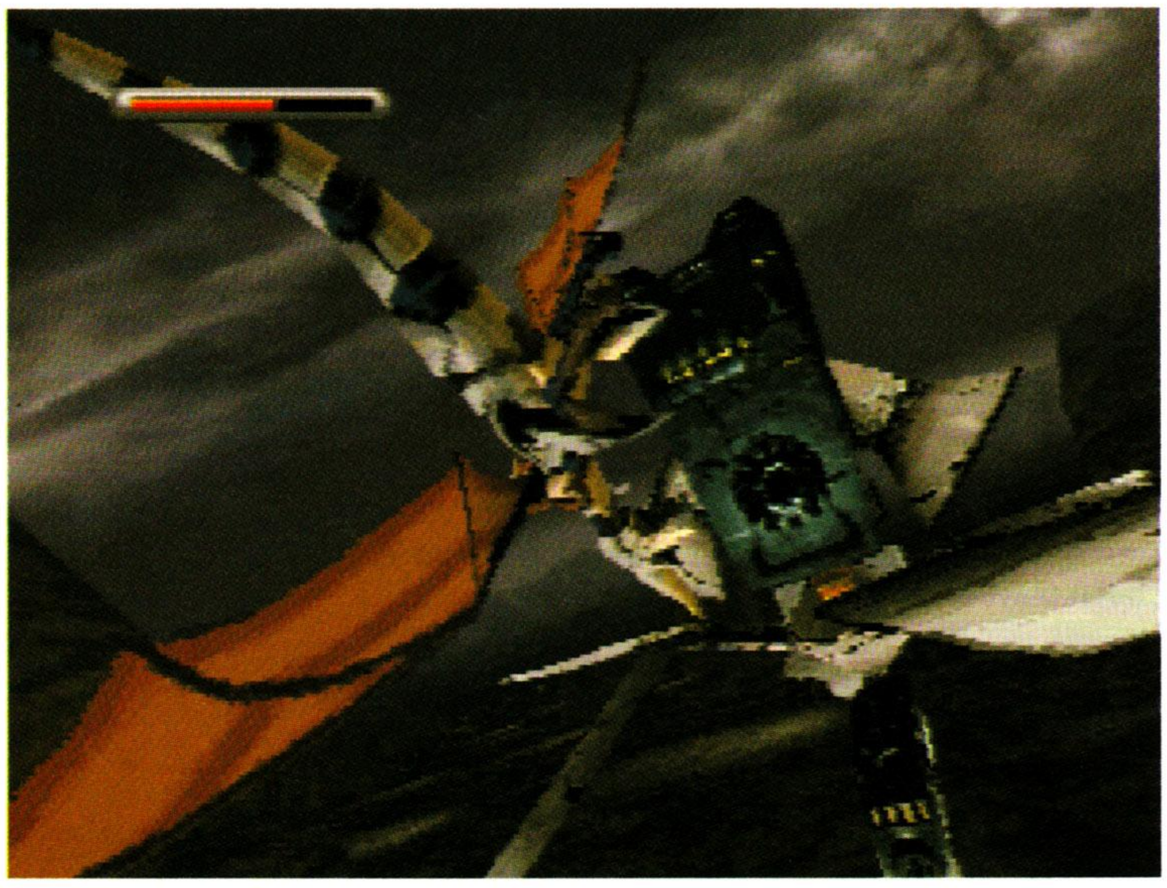
NG OF THE WORLD!!



BECOME THE NEW WORLD CHAMPION!!

PANZER DRAG

TEAM ANDROMEDA PUSH COMPUTER GRAPHICS TO THE FULL 360° FANTASY BLASTING ON THE SEGA SATURN!!



Disregarding sports titles, Sega Saturn owners appear to have excellent titles for most game genres; Virtua Fighter and Daytona USA sort out gamers after superb fighting and racing titles, and Panzer Dragoon is enough to satiate any lusts for a truly spectacular 32-bit shooting game.

Developers Team Andromeda have clearly taken inspiration from '80s arcade titles such as Space Harrier and Afterburner, but have cleverly added some excellent 3D aspects which make the game graphically spectacular and more enjoyable to play.

The gameplay itself is remarkably simple - it's just a matter of taking your airborne steed across seven levels' worth of arcade-quality blasting, doing battle with some of the most excellent 3D textured meanies ever found in a videogame. The range of enemies to blast is second to none and there's no doubting that the bosses are awesome creations. Again, good use of the 3D engine gives these characters even more impact. In fact, the only slight disappointment to begin with is the fact there are only two different weapons at your disposal and the point and shoot gameplay could be conceived of as being too simple for some people. Having said that, the clever use of the top two buttons on the controller (for panning 360 degrees around the dragon) does add an extra veneer of excitement and class to the title.

The range of levels in the games may seem a tad lacking with only seven to conquer, but each and every one is a graphical masterpiece - the first oceanic world features some excellent architecture and incredible sea-based effects. The third and fifth levels stand out, featuring some incredible shading and forest effects. The programmers of Panzer have used textured polygons and sprites to brilliant effect, creating a truly awe-inspiring shooter.

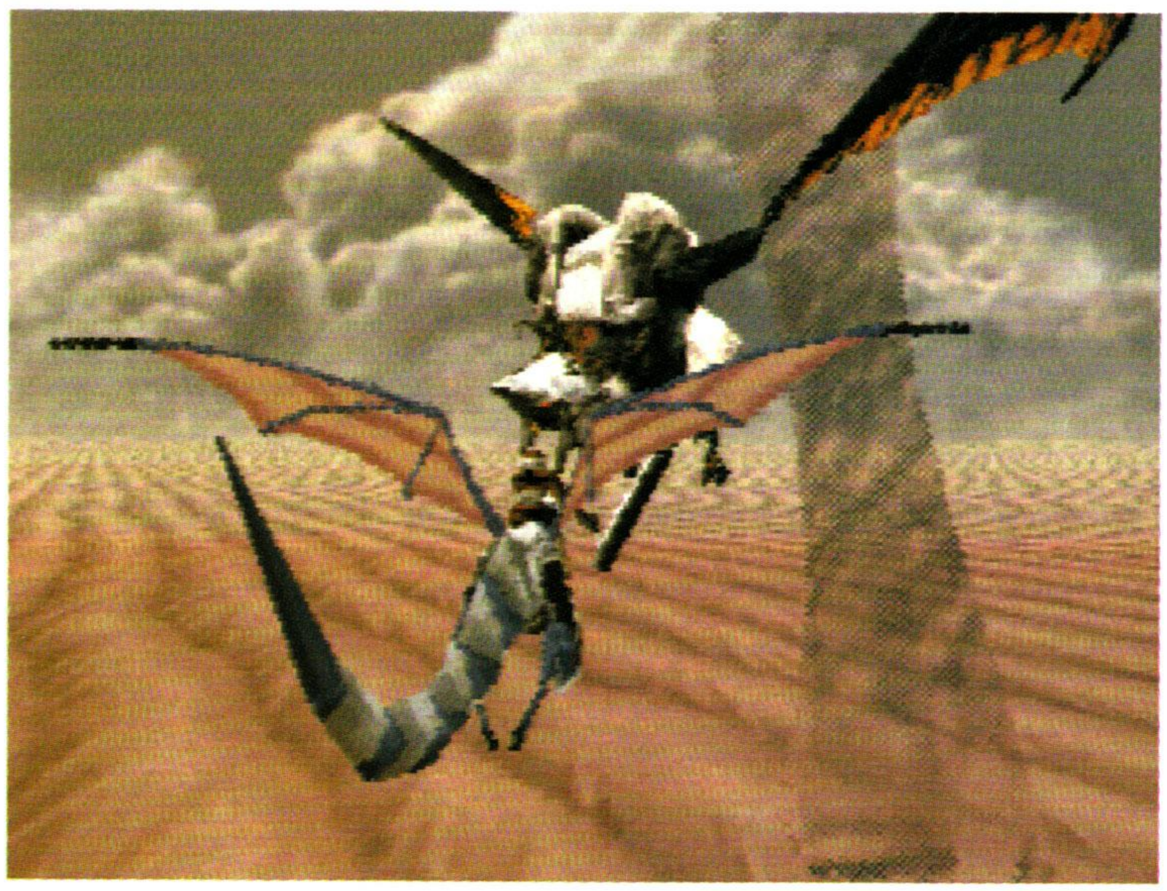
Team Andromeda must be especially proud of the bosses they have created for Panzer Dragoon - after the first level's disappointing airship, you're treated to some awesome creations, including a two-piece rotorblade/tank creation, an absolutely huge hovering fortress and of course, the main villain of the piece - Panzer's huge dragon adversary. All of them look great and animate exceptionally well.

The so-called "on-rails" system does limit your activities somewhat, but it also means that the coders have been able to create some amazing set-piece effects involving the enemy sprites. They swarm convincingly around Panzer and

ULTRA-FIERCE SATURN SLAUGHTER IN T

OON

IEXT LEVEL!!



full use of the rotational buttons is required to take out every sprite in the area.

Another aspect of the title which does bear some investigation is the all-important lastability. We found that the game doesn't offer that much challenge in its default setting, despite having been toughened up after its initial launch in Japan. The generous nature of the scoring system allows you to stack up a healthy supply of credits for the final two levels (which are difficult).

Oddly enough, the range of cheats in Panzer Dragoon (fully revealed on page 82) adds an extra layer of challenge and intrigue to the game. It's curious that the extra weapons on offer aren't in the game proper as they actually are useful. Also, from experience we can say that performing a lot of these cheats takes some doing - completing the game on the highest difficulty setting and getting 100% on each level in easy mode are the two most taxing tasks the game sets you.

By its very nature, Panzer Dragoon is a tad on the simplistic side in the gameplay department, but it's certainly the next best game released after Daytona USA and Virtua Fighter, beating off Bug! in terms of enjoyment and playability.

★★★★

E SKIES!

CLOCKWORK KNIGHT

Platform game by Sega

First previewed at the Winter CES show at the beginning of 1994, Clockwork Knight promised to be the release that redefined the platform genre. Advanced 32-bit technology would be used to create a platform based virtual world, where the "backdrops" had real depth and you could choose to go absolutely anywhere. Almost a year later, Japanese gamers got to see the final Saturn title and whilst it looked similar, the innovations present in the CES demo were totally absent.

Polygons and texture mapping are still used to create the environment in which the titular Clockwork Knight has his activities based, but the notion of entire freedom of movement has gone. Whilst the backdrops have some "depth", it's just for visual effect. Your activities are limited to Sonic-style left and right movement.

It doesn't stop Clockwork Knight providing a modicum of entertainment - especially when you face up to the awesome 3D bosses. The graphics do look great (and the Silicon Graphics intro is excellent) and the gameplay is decent enough, but playing the game is in no way a new experience. Everything you can do in Clockwork Knight, you've probably done before in a 16-bit title.

The title would still probably have been worth investigation (if only for the bosses) were it not for two factors. It's too short and it's ridiculously easy. The game only has a miserly four levels (each with two sub-sections and a boss) and even the most unskilled player will have seen all four levels in one session.

Clockwork Knight is a missed opportunity, a crying shame and a waste of money. If Sega can't even match the longevity of their simple Sonic games on their new CD based machine, let's face it - they've got problems.

★★

VICTORY GOAL

Sports Simulation by Sega

Sega themselves are very much aware that it's the quality of their machine's sports simulations that make or break their machines in the European and American territories, hence the arrival of this title in the initial Saturn line-up.

Let's make no bones about it, International Victory Goal is a bad game. You first get the idea just quite how bad it is when you peruse the game's FMV intro sequence. A whole host of meaningless images and token Silicon Graphics imagery pass you by, accompanied by the sort of awful soft rock music more commonly associated with the circa-1993 range of hideous Mega-CD software.

Into the game proper we're greeted with perhaps the most shallow range of options seen since Acclaim's god awful Ryan Giggs game. Whilst 3DO owners are regaled with hundreds of little things to tweak, Saturn owners have to make do with quite the most bizarre range of options ever devised. Most amusing of all has to be has to be line-up of possible formations - the sideways-T formation (loads of men up front with five players standing behind one another) makes Graham Taylor's international "experiments" look positively inspired.

The actual gameplay is the biggest of the title's many problems. As soon as the whistle blows, you're into the game proper, with its ham-fisted control system. Passing the ball about is a laborious affair, whilst shots at goal are handled at an almost sedate pace. The ability to curve your shots is missing, whilst your comrades' artificial intelligence is completely lacking compared to 16-bit offerings such as Sensi and Fever Pitch.

The best thing about Victory Goal has to be the graphics. The digital pitch is depicted with some stunning, super-smooth visuals, featuring some choice texture-mapping. The players aren't so great, lacking key frames of animation, making them look incongruous on the field. And whilst the 3D field looks great, the deficiency in camera angles is frankly unbelievable. But the overall impression is of a good-looking game, which automatically means that even just for novelty value on its own, Victory Goal will pick up some admirers.

International Victory Goal is undoubtedly a lacking release and is at best, a filler title until Electronic Arts unleash the potentially awe-

some FIFA in October (which, let's face facts, isn't that far away). As it is, Victory Goal is a frankly unacceptable release, combining 32-bit visuals with shallow 16-bit Super NES Super Soccer gameplay.

★★

PEBBLE BEACH GOLF

Sports Simulation by Sega

Pebble Beach is another attempt to firmly establish Sega Saturn as *the* next generation machine for quality sports titles. Unfortunately, just like the abortive International Victory Goal, this golfing simulation just doesn't live up to its potential.

Unlike the footie game, Pebble Beach does do a fair job of matching up to the best that 16-bit games can offer. The golfing control system is adequate - quite good actually - and there's no problem getting to grips with the system whatsoever. In terms of audio-visuals, there's little doubting Pebble Beach's competence. It doesn't look outstanding by any stretch of the imagination and there's none of the "wow factor" that does crop up with Victory Goal (at least until you play it), but it's certainly a step up from Megadrive titles in terms of looks.

But in the final analysis, Pebble Beach just isn't as good as PGA Golf on either Megadrive or PC. It only has the one course and the awesome control mode of the EA classic does a credible job of putting this Saturn title's to shame.

★★★

MYST

Adventure game by Sunsoft

PC owners are likely to be instantly familiar with Myst, being as it is, a vast and sprawling point and click adventure game featuring some excellent rendered art.

Sega Saturn owners, hoping that the visuals would be upgraded and taken to the next level for their machine are in for a huge disappointment. The gameplay is still a

simple matter of clicking your pointer over different parts of the screen for different results. Click in the distance to move in that direction, click on a book to read it - you get the idea.

When Myst was released on PC, it was something of a hit - mainly down to its depth and clever puzzles. The Sega Saturn version retains every bit of that because it is essentially the same game. However, the basic premise of the title didn't really excite the team

and it's certainly not one of the reasons why you would want to buy a Sega Saturn.

★★

PARODIUS DELUXE PACK

Shooting game by Konami

Konami's first foray into the world of Sega Saturn software is, unsurprisingly, a reworking of their classic Parodius range of arcade games - the company's own surreal take on its much vaunted Nemesis/Salamander/Gradius scrolling blasters.

This title is nigh-on identical to the arcade game and Sony PlayStation versions, with all of the graphics and gameplay converted over intact. This is both a good and bad thing. There's no denying that Parodius is an immensely enjoyable slice of arcade blasting that looks vibrant and exciting and sounds absolutely superb with soundtracks ideally suited to the mind-rending on-screen action. The problem lies in this game's suitability for the Sega Saturn platform - basically, it's a 16-bit game with no surprises in the gameplay department. It's certainly not what the majority of Saturn owners

DAYTONA USA

THE CLASSIC AM2 ARCADE RACER ARRIVES ON THE SE
IS IT A ROLLING START OR JUST A TUMBLING PLOD!?

There are many aspects of Daytona USA that invite instant derision. There's the low-resolution texture mapping, the sometimes abysmal 3D clipping and what must be some of the most... interesting CD music yet heard on Sega Saturn.

There's no doubt about it - the entire review could be spent lamenting the visuals, berating the sound and whingeing about the large PAL borders on the official version of the game. Or we could mention the lack of a multi-player mode. In fact, we'd be doing you a disservice by not mentioning every one of these deficiencies, but the truth of the matter is: *it's not that important*. Gameplay is what it's all about and in this respect Daytona USA is an unmitigated triumph.

The basic arcade mode gives players everything that was in the original arcade machine. Two cars, three tracks and a whole lot of challenge. Added on to that is the obligatory Saturn mode, offering new cars and reversable, flippable tracks. Curiously enough, the latter option (designed to boost lastability) in some ways actually brings down the longevity of the title. The amount of vehicles you're given does make some of the more difficult tracks a lot easier to conquer - after all, why choose a sluggish car for the torturous turns of the expert track? No, there is more sense of achievement in completing every track in arcade mode, where mastering the movement of the single car is that much more difficult - and hence more rewarding.

The gameplay mechanics in Daytona USA make this stand head and shoulders above the competition - the movement of the cars, the

bought the machine for. Questions also need to be raised in the lastability department. Although boasting more longevity than the Japanese import version, it's still quite an easy title - but then, Parodius has never been the most taxing shooter on the market.

In summary, Konami's first effort has a lot to commend it, but when there are epics such as Panzer Dragoon stretching the shooting genre, it's clear that Parodius is not in the same league.

★★★

ROBOTICA

3D Shooting game by Sega

Known in Japan as Deadalus, this 3D Doom-style robot shooting game excited much interest in the press when the first screenshots were revealed. The game has a dark, eerie feel to it thanks to some superbly coloured texture-maps. The sound is decent too, again bolstering the atmosphere (although the music is repetitive).

The game bears a great resemblance to PlayStation Kileak the Blood - the graphics are similar and the gameplay is virtually identical - just walk around shooting robots and accessing terminals before finding the exit to the next level.

Hardly the stuff of a great videogaming experience.

The gargantuan lack of variety is the main stumbling block to enjoying Robotica - there's just not enough to do. We could go on about the game's deficiencies, but there would be no point. Robotica is a first generation Saturn release that is simply not worth the money.

★★

BUG!

SEGA OF AMERICA TAKE PLATFORMERS INTO THE NEXT DIMENSION - BUT IS IT REALLY ANY GOOD?

For months now, Sega have building up Bug! as the ultimate next generation platform game. In some ways it has been successful - in others it is slightly disappointing.

Bug! takes platform games and adds an extra dimension - literally. You control the eponymous insect and it's your job to travel through 18 different 3D levels. Yes, as well as moving left and right, you also move "into" and "out of" the screen. This results in a platform game quite unlike any other and does present new challenges in terms of gameplay and mastering new skills. Other than this introduction of 3D-ness into the proceedings, it's very much platform action in the mould of Mario. Run around, collect power-ups that let you shoot the opposition else jump on them with that familiar bottom bounce manoeuvre.

Graphically speaking, Bug! is something of a mixed bag. The sprites themselves are well-defined and the animation is decent enough. The sprite-scaling also deserves something of a mention in that it's very smooth and does an excellent job of matching up to the polygon backdrops on which they exist. The only slight downer with Bug!'s graphics concerns the fact that backdrops often look too blocky and quite repetitive - especially with the first level. Things do improve with later levels, but there's no reason why the first stage couldn't have been more impressive. The audio aspect of Bug! is also quite disappointing - the Saturn's chipset is used to produce the lacklustre music and the bug voice samples are very unfunny and irritating. Luckily, you can turn them off.

And yet, despite these faults, there is no doubt that Bug! is a

worthwhile Sega Saturn release. The new 3D aspect of the game gives the game a fresh feel and there are some extremely clever puzzles to solve. And defeating it will take quite some time - Bug! is very definitely the toughest Sega Saturn release we've played to date.

Bug! isn't without its flaws (and some of them are bound to turn people off this game), but it is one of only four official releases really worth owning.

★★★★

SATURN!!

power-sliding - it all feels just so damn good, with the well-designed tracks providing an excellent test for your skills. Also, coders AM2 have incorporated plenty of excellent ideas that only extended playing enables you to pick up on. For example, slip-streaming behind other cars is a viable tactic (it offers less wind-resistance, so basically you go faster) but this has not made its way into any other road racer on a next generation platform. Yes, the new machines can create awesome new realistic worlds - but what AM2 have done is to introduce more realism into the all-important game mechanics. For our money, that's even more important than striking visuals, and that's why Daytona USA is such an excellent game.

★★★★★

MAXIMUM SATURN

The most eargerly awaited Sega Saturn titles currently in developement, as anticipated by the team.

1 VIRTUA FIGHTER 2

The greatest 3D arcade fighting game ever. For Saturn's sake, this has to be as smooth and as fast, with every character and every technique. AM2 are unlikely to disappoint with this SGL-based product.

2 X-MEN

Right up there with Street Fighter Alpha and King of Fighters as one of the most enjoyable, playable arcade beat 'em ups ever. Capcom of Japan have yet to let gamers down with their top-end arcade conversions...

3 SEGA RALLY

AM3's first Sega Saturn product is still in the initial stages of development. Based around advanced new 3D routines, it will be better-looking than Daytona USA and faster too!

4 VIRTUA COP

Operation Wolf for the '90s. We've played it and we're very confident that AM2's conversion will be one of the premiere shooting games of 1995. With extra features to boost lastability, this will be hot...

5 '3D-POLYGON'

Gameplay remains a mystery, but the very premise of Game Arts' first title - and of course those stunning visuals - makes this futuristic shoot 'em up one of our most wanted Saturn games...

INFORMATION SUPPLIED BY MAXIMUM

MAXIMUM PLAYSTATION

Which Playstation sequels are eagerly awaited by the **MAXIMUM** team?

1 TEKKEN 2

Our current arcade favourite, Tekken 2 looks stunning, plays even better than the original and features hundreds of techniques.

2 RIDGE RACER 2

It's confirmed - Namco's sequel to their excellent PlayStation debut promises much and Namco are guaranteed to deliver.

3 KILEAK: THE BLOOD 2

All-new 3D adventure which promises to introduce stunning new scenery and gameplay elements. Looks very promising.

4 JUMPING FLASH 2

The same fab platform action but hopefully a longer-lasting challenge this time around.

WIPEOUT

Of the first few official Sony PlayStation releases, not one title can match up to the awesome nature of Psygnosis' WipeOut. It's an amazing spectacle to behold, it sounds absolutely fantastic and it's the best playing racing game yet beheld on a next generation super console. Strong words indeed, but all of them totally justified.

From the beginning introduction sequence, you know you're in for something special, but nothing can prepare yourself for the sumptuous nature of the in-game visuals. The 3D world is absurdly smooth and extremely fast. So much so that playing the game is the closest you'll come to riding on a roller-coaster - only this time you decide where to go. Despite the incredible velocities the game produces, there are no compromises in the detail of the visuals - there is very little "pop-up" in the approaching scenery as seen in Ridge Racer and most notoriously in Saturn Daytona.

Boosting the quality of the visuals still further is the fact that there's a clearly defined style to everything - the tracks, the hoardings, the team-logos - all of them adhere strongly to a well-conceived concept.

Bolstering the atmosphere is a perfect range of sound effects and music, surpassing the gold standard of aural entertainment previously championed by Saturn Virtua Fighter. WipeOut features some exhilirating pseudo-ambient, supercharged techno with tracks from the likes of Leftfield, Chemical Brothers and Orbital. In fact, the Psygnosis-originated tracks are just as good, providing the perfect backing for the proceedings. The sound effects are similarly superb - the roar of your ship's engines heightening the rollercoaster effect still further.

Gameplay-wise, WipeOut is best described as Ridge Racer meets Super NES F-Zero. The game features the same smoothness as Namco's title (but with superior 3D visuals) and the control method pays effectual homage to the 16-bit NCL title. Maintaining control of your ship whilst hurtling along at incredible speeds becomes a fine art - watching an experienced player effectively taking on the twisty turns of the SilverStream ice course is a sight to behold.

THE BEST OFFICIAL UK RELEASE!!

On September 29, the Sony PlayStation will be available to buy in all good electrical stores, priced at a super-competitive £299 (with no game, but an impressive demo CD). Hopes are high over at Sony's London headquarters that their machine will clean up in the next generation war. MAXIMUM greets the PlayStation enthusiastically - any machine that plays host to the likes of Tekken and WipeOut is guaranteed to be a force to be reckoned with. However, Sega can't be written off just yet. Every PlayStation owner will need to get their hands on a memory card and a game - which pretty much cancels out Sony's price advantage.

Just like the old Megadrive/Super NES battle of years gone by, it's going to come down to the quality of the software. The initial line-up of PlayStation software isn't all it could've been. WipeOut is amazing, Ridge Racer is cool - but the rest of the wares on display in the shops range from poor to above average. Sega are in pretty much the same situation, but it should all change by Christmas when both companies produce their most incredible games. Who will win the war?

PLAYSTATION

PLAYSTATION ARRIVES IN STYLE WITH QUALITY TITLES LIKE RIDGE RACER AND WIPEOUT - HOWEVER, THE OTHER GAMES AVAILABLE ON DAY ONE AREN'T ANYWHERE NEAR THE SAME STANDARD...

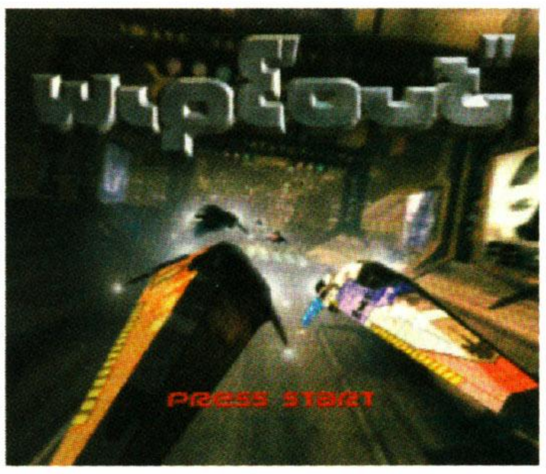
FOUR TEAMS COMPETE FOR THE WIPEOUT TITLE!!
THE FASTEST, SMOOTHEST ROAD RACER EVER!!

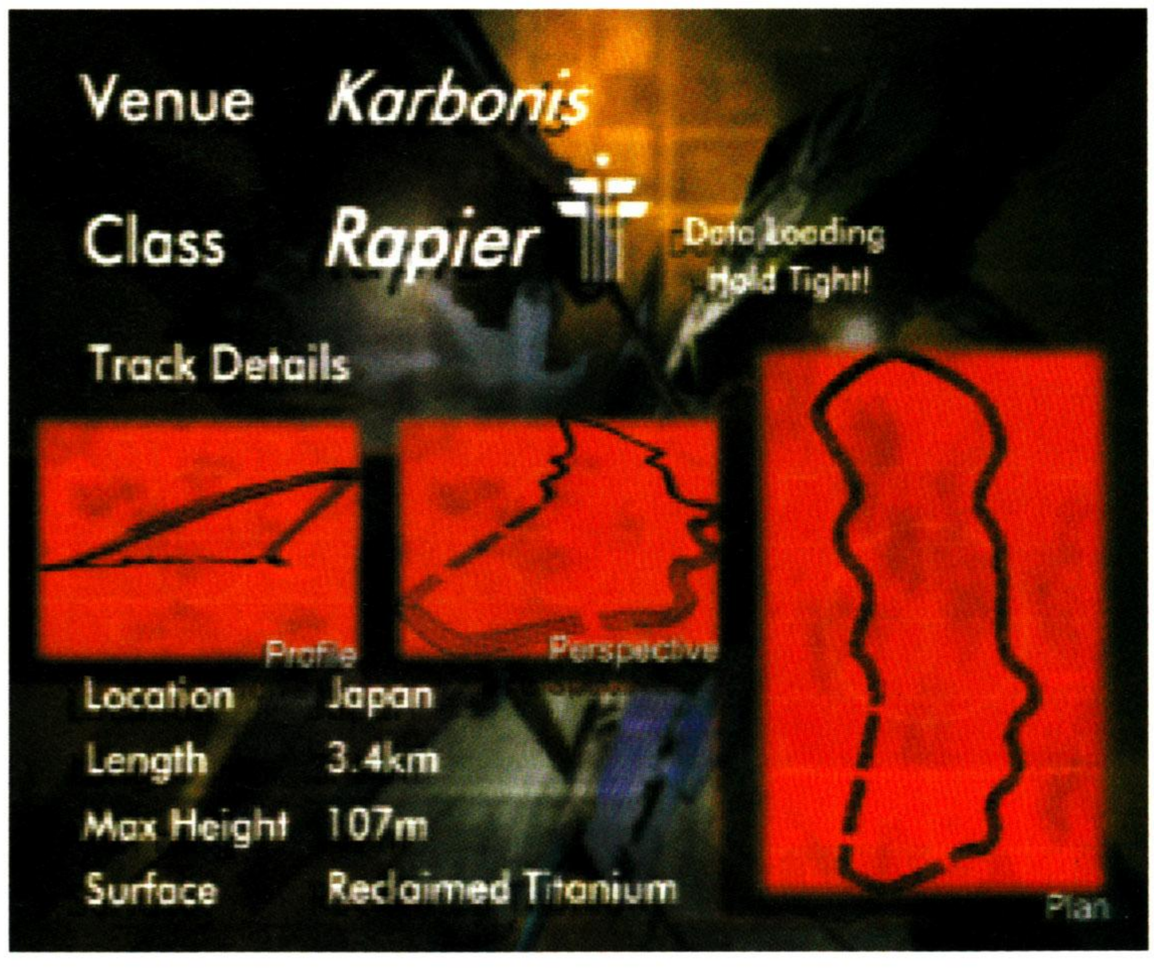
In the lastability stakes, WipeOut more than holds its own. Completing the initial range of Venom-class tracks offers little challenge (only the aforementioned SilverStream requires any real skill to complete), but once these courses are complete, Rapier mode becomes available. This takes place on the same tracks as before, only this time you travel in a craft many times more powerful than the Venom class chariots. It's here that you get to see the game running at maximum warp - and it's also here that the real challenge becomes evident. Negotiating corners in a Rapier craft is a very taxing task indeed, requiring almost superhuman gamesplaying capabilitie. Adding to the lastability is the excellent dual-PlayStation link-up mode which should keep you occupied for months.

The icing on the cake is the excellent nature of Psygnosis' PAL conversion. On a UK PlayStation, WipeOut runs almost as fast as its NTSC brethren, with only a slight, barely noticeable slowdown. The game also runs with very small PAL borders - again testament to the sheer effort that Psygnosis have put into every single aspect of WipeOut. It puts to shame all of the PAL conversions seen so far on other PlayStation products and proves that with careful programming, European gamers needn't lose out to their American and Japanese brethren in terms of speed.

A triumph on every level, this futuristic road racer ranks as one of the finest next generation products seen to date and is definitely the best release in Sony's initial line-up of PlayStation software. Make no mistake, every new Sony owner should instantly purchase this classic game.

★★★★★





MAXIMUM PLAYSTATION

Fighting games are available on every console and the Playstation is no exception. The trouble is that there are hundreds of them heading our way over the next six months! **MAXIMUM** has kindly chosen the most interesting Sony Slugfests that should be worth a look. All release dates are for Japan only.

1 TEKKEN 2
BY NAMCO / OUT MARCH 1995

2 X-MEN
BY CAPCOM / OUT FOURTH QUARTER 1994

3 ZERO DIVIDE
BY ZOOM / OUT NOW

4 DARKSTALKERS
BY CAPCOM / OUT FOURTH QUARTER 1994

5 ZXE-D LEGEND OF PLASMATLITE
BY BANDAI / TO BE ANNOUNCED

CHART INFORMATION COMPLIED BY MAXIMUM

RIDGE RAC

TEAR THROUGH THE CITY IN NAMCO'S ST

When the PlayStation was released in Japan in December last year, Ridge Racer was the game that firmly established the machine's 3D credentials, impressing just about everyone with its super-smooth 30 frames a second update and awesome textured visuals.

Nine months later and the game still thoroughly entertains. Ridge Racer isn't without its bad points - basically, there is only one track and the game lacks the awesome crash sequences of Daytona USA, but everything else in the title is sheer *class*.

The audio/visuals are still exceptional. The feeling of smoothness and speed is excellent and the range of scenery in the title is pretty much identical to the original arcade machine - just at a slightly lower resolution. The music and sound effects are awesome, featuring a superlative range of hardcore high-BPM dance music that does sound distinctly European in nature. The engine noise does an excellent job, with the PlayStation's soundchip providing some good DSP style effects, such as reverb in the tunnel.

The gameplay is certainly enjoyable. Ridge Racer's control method allows for some incredible skids and power drifting. It's a lot more exaggerated than Daytona USA - perhaps too exaggerated, although performing huge slides around particularly troublesome corners does provide some level of enjoyment. There is a grand total of 13 cars on offer to choose from. All but one of them are instantly accessible (providing you complete the Galaga attack wave in the loading sequence), with the final black devil car selectable once you have defeated it in one of the game's TT races. This provides a fair amount of variety in the gameplay, which is all-important - especially since the game only features one track. There are two geographically different versions of the same course, with four different race variations. Once these races are complete you enter the expert mode, wherein you go through the entire process again only this time you go around the course in the reverse direction. A mirror mode is also hidden in the game. All of this goes to boost lastability, although it must

A SUPER-SMOOTH NAMCO DRIVING EXP

CER

NING CONVERSION!!

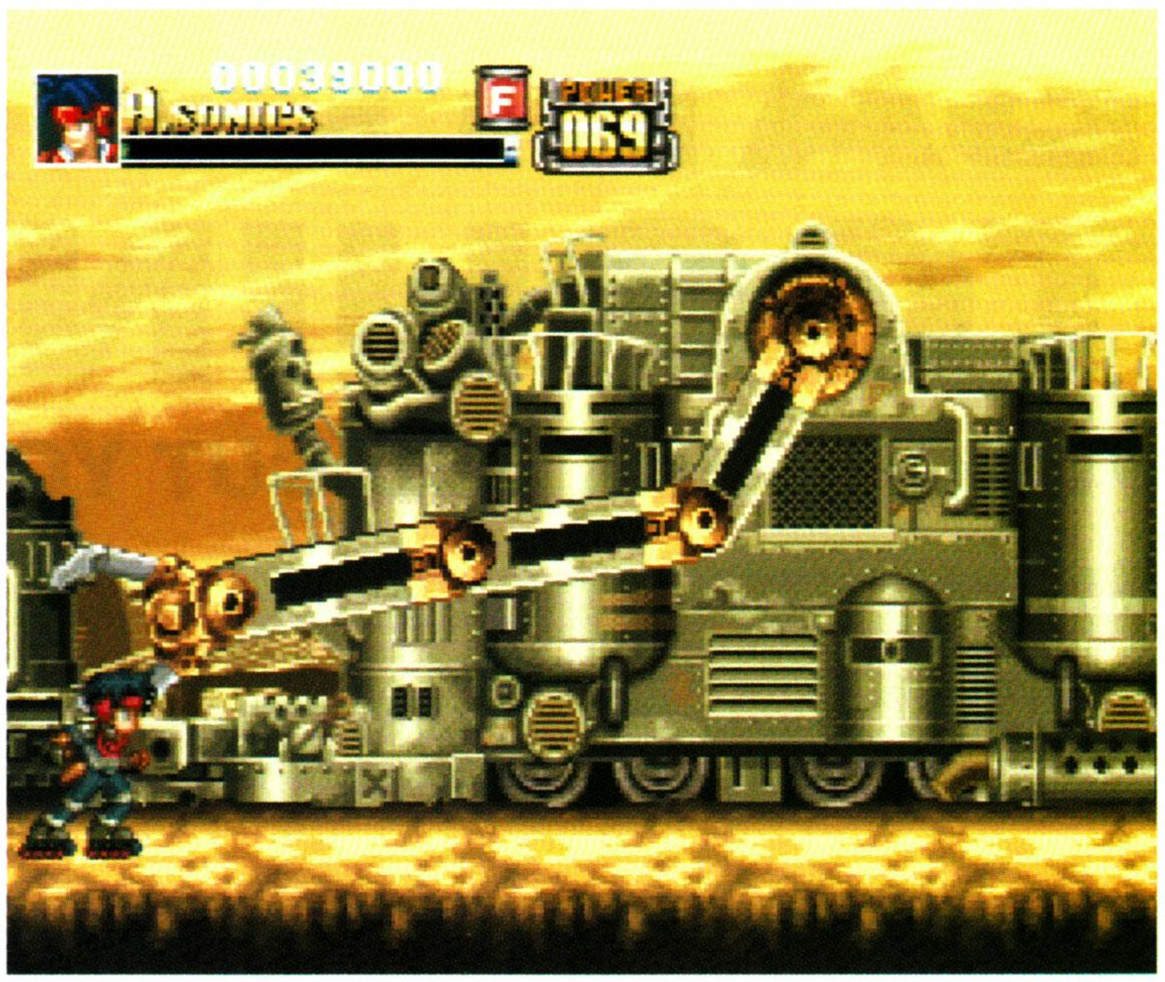
be said that it' the feel of Ridge Racer and the fantastic audio-visuals that bring you back, not the amount of tracks.

The European PAL version is solid enough. There is some speed loss and slight PAL borders, but nothing that's going to upset fans of the original arcade machine. A tiny section of texture-mapping has been changed on one of the cars, but it's hardly noticeable at all.

In short, Ridge Racer is well worth purchasing. However, it seems like extremely bad planning for Sony to release two road racers at launch - particularly when both of them are the only games really worth buying in the initial line-up.

★★★★

RIENCE AWAITS!!



RAPID RELOAD

Known in Japan as Gunners' Heaven, it's clear that the programming team behind this particular title are keen fans of Treasure's Megadrive title Gunstar Heroes - in fact, Rapid Reload is almost a clone of the classic 16-bit release. Unfortunately, it's not half as good.

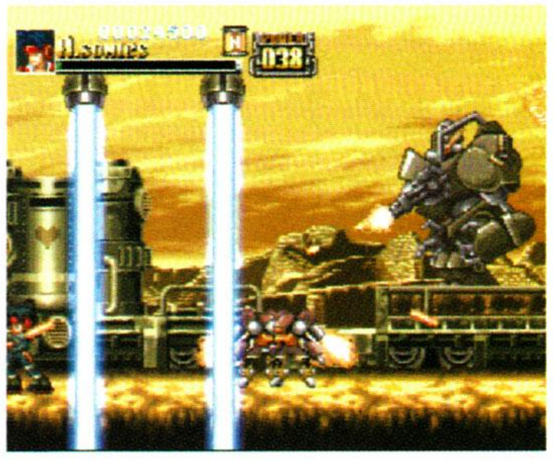
The basic gameplay involves running about shooting, jumping and throwing enemy sprites about, taking on huge end-of-level bosses at the climax of each stage.

It's quite amazing to compare Gunstar Heroes to Rapid Reload. The movement of the sprites, the enormity of the bosses, the ingenuity of the gameplay - in every respect the lowly 16-bit Sega title trounces this game. Rapid Reload doesn't even feature the simultaneous two-player mode of Gunstar, even though there are two characters to choose from at the beginning of the game. The only aspect in which this title is superior is in the difficulty level - Gunstar Heroes was a bit too easy while Rapid Reload is rock hard.

Things look none too rosy when checking out the PAL conversion. The game runs quite slowly compared to the Japanese NTSC original and there are very intrusive PAL borders on the top and bottom of the screen.

The first wave of PlayStation titles includes some of the most amazing 3D next generation games ever seen - why Sony would want to release this poor emulation of a 16-bit title is beyond us.

★★



BATTLE ARENA TOSHINDEN

PUNCH, KICK AND CUT YOUR TEXTURE-MAPPED FOES!

Takara's first foray into the world of next generation gaming is the visually impressive Battle Arena Toshinden (or plain and simple Toh Shin Den as it's known in Japan). This is the first home 3D beat 'em up that features textured, gouraud-shaded polygon fighters, battling it out over some very nice-looking fully rotational 3D backdrops.

In terms of gameplay, Battle Arena Toshinden attempts to better Sega's Virtua Fighter by introducing Street Fighter II style special moves and projectile attacks, along with the interesting addition of being able to roll out of or into the screen. The action is fast and frenetic and the game benefits greatly by featuring some rather extreme camera angles.

Takara have improved upon the Japanese release by making the game significantly harder. In the import title you could use the top

shoulder buttons on the pad to execute special moves without having to resort to the usual Street Fighter II style joypad rotations and button presses. Not so with the UK game. True, this does make the game more difficult in that you have to learn the moves, but the downside is that Sony's pad just isn't built for taking diagonals and quarter-circle rolls. This makes pulling off special moves extremely difficult and quite irritating at times. Other differences from the import title include the sad arrival of sizeable borders in the PAL version.

Battle Arena Toshinden looks good (although the animation on the fighters is not a patch on similar games in the genre) and plays entertainingly enough - however, Namco's Tekken title (out officially in November) is faster, smoother, has more moves and far more characters to master. Our advice would be to leave this on the shelves and wait for the Namco title - it's a whole generation beyond this release.

★★★

MAXIMUM PLAYSTATION

We all know what will be top of the charts when the official Playstation is released but which games are currently keeping the Japanese up through the night. The following list is based on sales for the week ending 25th August.

1 J-LEAGUE WINNING ELEVEN
Sports Simulation by Konami

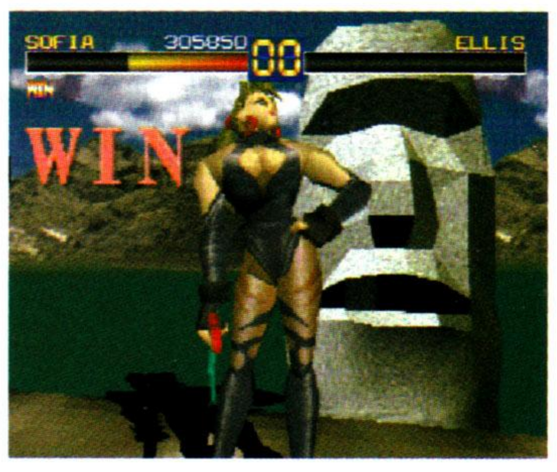
2 ACE COMBAT
Aerial Combat game by Namco

3 KING'S FIELD II
RPG by From Software

4 ARC THE LAD
RPG by Sony Computer Entertainment

5 POWERFUL PRO BASEBALL
Sports Simulation by Konami

CHART INFORMATION SUPPLIED BY SOFTBANK



SECRETS FOR EXPERTS TO DISCOVER!!

JUMPING FLASH

SONY'S EPIC JUMPING FLASH REDEFINES THE PLATFORM GENRE AS WE KNOW IT - BUT DOES THE GAME HAVE THE NECESSARY LASTABILITY TO MAKE IT A REALLY WORTHWHILE PURCHASE?

Sony are rightly proud of Jumping Flash. It's one of the most imaginative, playable, enjoyable, original titles seen on any next generation machine. It looks incredible and offers a huge amount of enjoyment when you first sit down to play it.

The game takes platform gaming into the third dimension, offering you a first person perspective view of some of the most excellent 3D scenery seen in a PlayStation title. Your job is avoid the various nasty creatures and make your way to the next level by leaping from platform to platform in search of the carrot-shape jetpods and then making your way to the exit. It's simple in theory, but superb in execution. Flash is capable of three-stage jumping - from the second stage onwards, you look down and see your feet, thus enabling you to gauge where you are going to land. It doesn't sound too exciting, but believe us, it's very enjoyable .

For all of Jumping Flash's enjoyment, there is one big, big problem with the product. The game is ridiculously easy to complete. The six different worlds and assorted bosses offer next to no challenge and just about any accomplished games player should be able to have this game licked in less than a day. After that, there's very little to bring you back to the title.

If this game was, say, twice the side and a lot harder, it would have been one of the greatest games ever. As it is, Jumping Flash is chock-full of potential, but it's just over all too quickly.

★★★

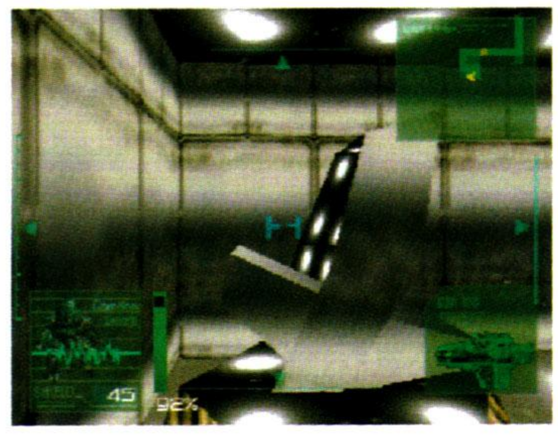
KILEAK THE BLOOD

What was quite curious was the fact that Kileak the Blood was released in Japan at almost the same time as Micronet's Deadalus on Sega Saturn - and both games are incredibly similar in execution. Kileak was actually highly anticipated by the **MAXIMUM** team prior to its Far East release. The graphics looked incredible and the cut-scene animations were awesome. Indeed, hopes were high for a top 3D blasting adventure extravanganza. And to begin with, Kileak does live up to its potential, being quite exciting to play and graphically thrilling. Oh, and incidentally it is far superior to the Saturn title (which hits UK shores at about the same time as Kileak does)..

However, the gameplay is just too repetitive. Walk down a corridor, shoot a robot or two and interface with a terminal before repeating the entire process.

Although fun for a while, Kileak soon becomes quite dull. Not the most auspicious start to the next generation software revolution.

★★★



KING OF FIGH

CAN YOU MASTER THE STRATEGY OF TEAM BATTLES?!
USE THE EDIT MODE TO CREATE THE FIERCEST TEAM!!

Every so often a game comes along that instantly becomes an office favourite - a title that looks amazing, sounds absolutely outstanding and plays like nothing has ever played before. The original King of Fighters '94 was such a game - a release that would still warrant a five-star rating were it released today.

The sequel, King of Fighters '95, is even better. Whilst we were almost tempted away from the original KoF when Street Fighter Alpha arrived this month, now we can see that SNK remain masters of the sprite-based one-on-one fighting genre, leaving all competitors way behind with King of Fighters '95.

The game retains its unique selling point. Instead of controlling one fighter, you take control of a team of three. Rather than winning rounds one-on-one, KoF is a process of elimination. Defeat an opponent's fighter and the next member of the team jumps into the fray. With the exception of Konami's Dragoon Might it's surprising that SNK's big idea hasn't been copied more often - it effectively increases the variety in a bout by a factor of three. You're up against a whole range of fighting styles, special techniques and super-moves instead of just one fighter's techniques.

KoF '95 improves on its prequel by allowing you to choose whichever combination of characters from whatever team you want. If you've been continually frustrated at the one weak link in your favourite team, worry no more. This

Five years after the Neo Geo console hit gamesplayers homes, SNK have entered the next generation with their CD unit. Available now for around £329, coin-op conversions now bid a fond farewell to the days of massive megabit carts, instead opting for the vastly more economical CD storage medium.

The perfect solution, you may think. A word of warning though for potential players. Due to the high capacity of the arcade mammoths, loading times are sometimes high even between rounds of play. Unfortunately this is an unavoidable situation, and unless the loading time is excessive, it has to be taken for granted in future.

On the scene this month, Neo Geo CD owners are undeniably blessed with some of the hottest titles to hit the machine. King of Fighters '95 looks set to surpass the success of the previous versions, Kabuki Klash marks Hudsonsoft's entry into the domain of Geo gaming, and Savage Reign maintains the top-quality fighting game action.

As for the future of the system facing head-on opposition from both the PlayStation and Saturn, so long as monster coin-ops like King of Fighters '95 and Kabuki Klash keep pulling in the credits, everything looks very bright.

NEO GEO CD

AMONGST A VERITABLE HOST OF RECENT FIGHTING GAME RELEASES COMES KING OF FIGHTERS '95. SURELY THIS IS THE GREATEST SPRITE FIGHTER OF THEM ALL? WHERE CAN SNK POSSIBLY GO FROM HERE?

TERS '95

MAXIMUM NEO GEO

Just what are the best-selling fighting games on the Neo Geo then? It should come as no surprise to discover King of Fighters '94 rules the roost with everything else trailing in its wake. The only thing likely to knock it from the top slot is its own sequel. Expect a high entry from Kabuki Klash in the near future also.

1 KING OF FIGHTERS '94
BATTLE ACTION GAME OUT NOW

2 SAMURAI SHODOWN 2
BATTLE ACTION GAME OUT NOW

3 FATAL FURY 3
BATTLE ACTION GAME OUT NOW

4 SAVAGE REIGN
BATTLE ACTION GAME OUT NOW

5 GALAXY FIGHT
BATTLE ACTION GAME OUT NOW

CHART INFORMATION SUPPLIED BY SNK

increases the amount of fight permutations still further and allows you to create a fighting team of awesome talent. We really can't understate how excellent this feature is. With eight teams and 24 characters overall to choose from, it offers months of lastability.

King of Fighters is definitely more original than the usual Neo Geo combat game, but it's also light-years ahead in terms of playability and gameplay. Unlike the Killer Instincts of this world, combos are far more difficult to successfully execute. This might sound like a bad thing, but it means that there's a great sense of reward for even pulling off a lowly three-hit attack. The smaller combos still manage to look absolutely fantastic as well due to the wealth of imagination put into each character. Yes, there's the usual Ken/Ryu Street Fighter types if you really want them, but there's very little sense of repetition in the 24 fighters - each has their own spectacular style.

In the audio-visual stakes, there are no complaints. The sprites and backgrounds are the very best that the Neo Geo has to offer with an excellent range of animation. In fact, the movement is much improved over the first KoF game. The sound is excellent as well - the effect heard when a good punch or kick connects is suitably raucous, with SNK having totally resampled the effects for this new title.

Yes, it's another combat game and there are many excellent examples on this particular platform. However, it just can't be denied that King of Fighters '95 is the very best 2D beat 'em up available on any system. It makes a mockery of similar games on other next generation formats and is truly arcade-quality in every sense of the word. Every Neo Geo owner should have this game.

★★★★★

NOW OVER 2,000 TEAM FORMATIONS!!

KABUKI KLASH

HUDSONSOFT'S OBJECTIVE WAS TO PRODUCE THE MOST COLOURFUL AND EXCITING FIGHTING GAME EVER SEEN ON THE NEO GEO - A TALL ORDER INDEED. DID THEY SUCCEED? READ ON...

MAXIMUM NEO GEO

If you own a Neo Geo and fancy a change from the immensely large selection of fighting titles you'll no doubt savour the following list of the top five 'alternative' games currently available. Each game is guaranteed to be devoid of special moves, combos and large muscular men.

1 PUZZLE BOBBLE
PUZZLE GAME BY TAITO

2 SUPER SIDEKICKS 3
FOOTBALL GAME BY SNK

3 VIEWPOINT
SHOOTING GAME BY SAMMY

4 STREET HOOP
BASKETBALL GAME BY DATA EAST

5 WINDJAMMERS
SPORTS GAME BY DATA EAST

CHART INFORMATION SUPPLIED BY SNK

The Japanese have virtually cornered the beat 'em up market, with the Neo Geo CD having proved itself to be *the* machine for sprite-based games of the genre. With the awesome King of Fighters in its library, it is perhaps all too easy to dismiss any other one-on-one combat game that comes along.

Kabuki Klash is yet another in the long line of Neo Geo beat 'em ups and whilst it isn't in the same class as King of Fighters, it is undeniably a polished release. The biggest problem the game faces is culture. In Japan, the characters are well-known animation stars whilst over here, each of the vibrant, colourful fighters has no recognition factor whatsoever. The fact that the game features Japanese names again counts against it.

However, those are the only substantial gripes we can muster against this release as in the gameplay arena, Kabuki Krash is undeniably impressive. The gameplay is fast and fluid, backed up with some excellent moves and super finishing techniques that fill the screen

with colossal sprites. Kabuki rewards great play with some frankly awesome visuals.

Whilst combat games of late seem to have gone "heavy on the combos", with attacks of over 20 hits becoming commonplace (and easy to perform to boot), it's great to see a combo-based fighting game that actually requires real skill and extraordinary dexterity to cram in the multiple hits. Killer Instinct take note.

Hudsonsoft, in their first ever combat game, have also included gameplay elements that make this stand out from the average Neo Geo CD fighting title. The inclusion of offense, defense and magical boost icons (amongst others) is an original touch that can affect the outcome of a bout as much as, say, a super combo attack in Street Fighter Alpha. Other original touches include the use of both weapon-based techniques as well as hand-to-hand battling - both of which are important to overall mastery of the title. Whilst feeling familiar, the game does manage to surprise you at frequent intervals.

As well as including new features, Kabuki Krash also excels in areas we've come to expect from Neo Geo combat titles. Yes, there are bosses, super finishing techniques and numerous secret bits to discover, so conventional combat players should be well catered for. The game really does build convincingly on the fighting genre and offers something new - an aspect surely lacking in the majority of fighting titles released recently.

★★★★

SAVAGE REIGN

"REMEMBER TO CARRY A STEEL UMBRELLA OR GET POUNDED BY THE SAVAGE REIGN!" THUNDER SNK. BUT IS THEIR LATEST NEO GEO ACTION TITLE A LITTLE MORE REMINISCENT OF AN ANNOYING DRIZZLE?

Storming in from its spell in the arcades is SNK's latest sprite-based punching fest, Savage Reign. A break from the serial format of King of Fighters and Fatal Fury fame, the tournament brings together SNK's newest characters with killer moves, combos, weapons, and a two plane "3D" attacking arena.

Set in the early days of the 21st Century, the tournament has been called by a mysterious Lion-faced figure offering eternal wealth and glory to the fighter who can defeat him in the strangely monikered Battle of the Beast.

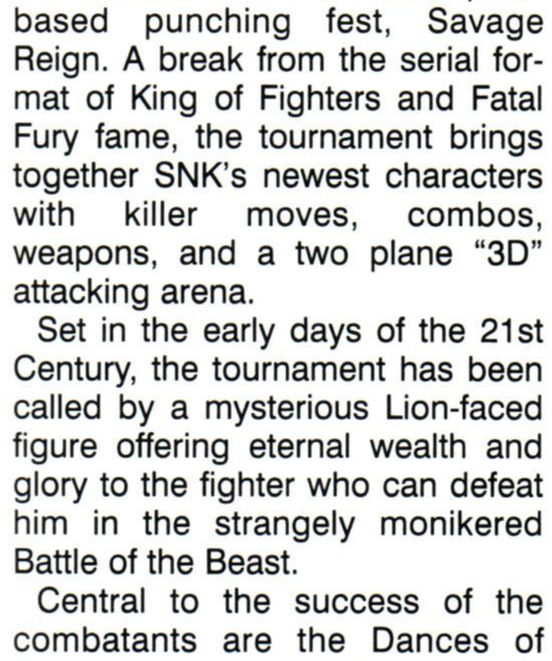
Central to the success of the combatants are the Dances of Doom, more commonly known to gamesplayers as special moves. These range from a minimum of three, to a maximum of four per character, and are purely body movements, as opposed to the Weapon Wallops which unleash the force of the weapon each fighter has secreted on their person. Concluding the combat bill, the Reverse Attack comes into motion when a player is close to certain defeat, clawing back to win the match.

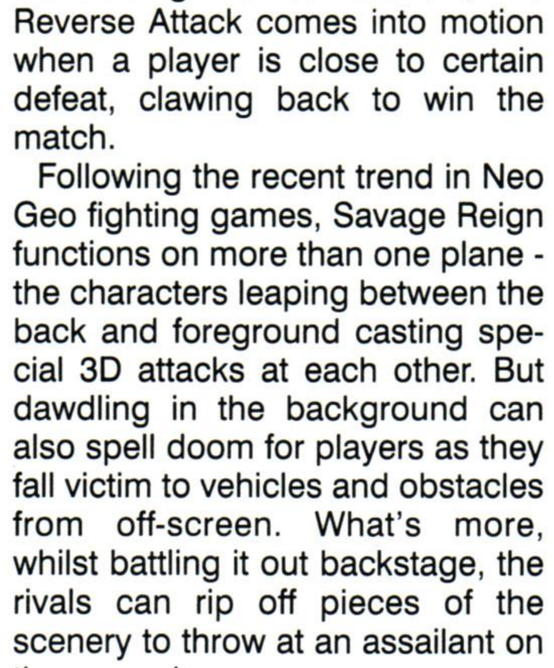
Following the recent trend in Neo Geo fighting games, Savage Reign functions on more than one plane - the characters leaping between the back and foreground casting special 3D attacks at each other. But dawdling in the background can also spell doom for players as they fall victim to vehicles and obstacles from off-screen. What's more, whilst battling it out backstage, the rivals can rip off pieces of the scenery to throw at an assailant on the ground.

As you'd expect from a Neo Geo game, the characters have been built from a certain formula displaying sometimes familiar attributes to previous titles, but at least building on popular themes. Japanese in styling, they all demonstrate fluidity and variation in combat, matching each other either in the brawn or agility stakes. And this is where the quality of Savage Reign's playability shines through.

Let there be no doubt, everything from the coin-op has been packed into the CD version making it a very attractive break from the more conventional Fatal Fury/King of Fighters activities, but with all the fighting action you'd expect from an SNK title.

★★★★





DOUBLE DRAGON CD

Battle Action game by Technos

Neo Geo CD owners are spoilt for choice when it comes to superior quality fighting games, so it's even more of a disappointment when something of such an average standard hops onto the system.

Based on the classic coin-op and celluloid adventures of the Lee brothers, Double Dragon CD breaks away from the scrolling beat 'em up action of the previous titles, favouring a one-on-one fist fest. Featuring 12 characters in total, the special moves are of standard stock - including the usual collection of missile attacks, dragon punches, and fierce kicks. But this is precisely where the game falls in to the age old trap of failing originality.

In addition to this, the graphics also fall short of the mark when compared to similar titles. The sprites lack the definition displayed in King of Fighters '95, losing out in both design and frames of animation. Above all, though the gameplay is not of the standard you'd expect from the arcade conversion gaming standard that is associated with the Neo Geo.

The gameplay appears all the more disappointing when you consider some of the work that has gone into making the backgrounds animate and even include video stills of the live action movie. It seems that other companies cannot produce fighting games anywhere near the quality of SNK's home grown titles. King of Fighters '95 is a far more worthy purchase if it's fighting action you crave.

★★

SUPER SIDEKICKS 3

Football Simulation by SNK

Football fever has now surpassed all expectations in the land of the Rising Sun, to the point where the Japanese are considered to be serious contenders for the World Cup in 2002. So it's hardly surprising that every hardware platform on the Jap market is boasting sims to lap up the demand.

The Neo Geo has already witnessed two previous incarnations of the Sidekicks legend, both of which were nothing too spectacular. Although blessed with the sprite-shifting power of the machine, the two titles lacked playability and creativity, assuming that the sport is simply a question of knocking the ball from one end of the pitch to the other.

And this is where, unfortunately, the third installment fails once more to impress. Although the presentation has been updated with more teams - eight divisions meaning 64 playable teams in total - and all-new victory celebrations activated by goal scoring success, the gameplay is consistently wooden. What's more the programmers still haven't taken into account the artificial intelligence for the ball which has the bounce and velocity of a bowling ball.

While it's nice to see a Neo Geo CD release that doesn't involve muscular guys beating the crap out of each other, this particular title just doesn't make the grade.

★★

SPACE HULK

ELECTRONIC ARTS' LATEST 3DO TITLE RESURRECTS A 16-BIT RELEASE AND IMPROVES IT A HUNDRED-FOLD!!

As a game concept, Space Hulk has existed for several years now. Originally developed by the Games Workshop as a strategy role playing game, the series achieved cult status with fans of the boardgame scene.

Set in the 40,000th century, mankind has breached the confines of the Solar System and stretched his imperical reaches to new galaxies. Contact with alien races was inevitable, peaceful with some lifeforms, warring with others. Among the most disturbing of discoveries was final contact with a breed known as the Genestealers - reptilian in appearance and parasitic by nature they represent the greatest threat to mankind.

The Space Hulks of the title were early attempts to travel the vast distances of space - attempts that failed, the ships never to be recovered. The abandoned ships became a key tactic in the Genestealer's war on mankind, as they drifted towards human populations looking to reproduce their numbers. Only crack teams of Terminator commandos can cleanse the offending hulks, and this is where the player comes into the scheme of things.

Space Hulk is far more than a standard 3D blast fest, already available on the Amiga and the PC, the game requires sharp thinking and pure tactics. Missions are extensive and are precisely ordered, needing troopers placed in position to fight off impending alien forces.

Clearly with such an intricate title training is a pre-requisite and this is successfully carried out with increasingly difficult missions to complete. What's more, the apprentice can also choose to experience some of the previous missions found on the other versions of the game. But regardless of whether you've played the game in any of the earlier incarnations, this game is quite clearly one of the most substantial titles on the 3DO, and the best version of the game to date.

A thorough recommendation from the **MAXIMUM** team.

★★★★

THE GAMES WORKSHOP MASTERPIECE!

There's no denying when first launched in 1993 the 3DO received a baptism of fire.

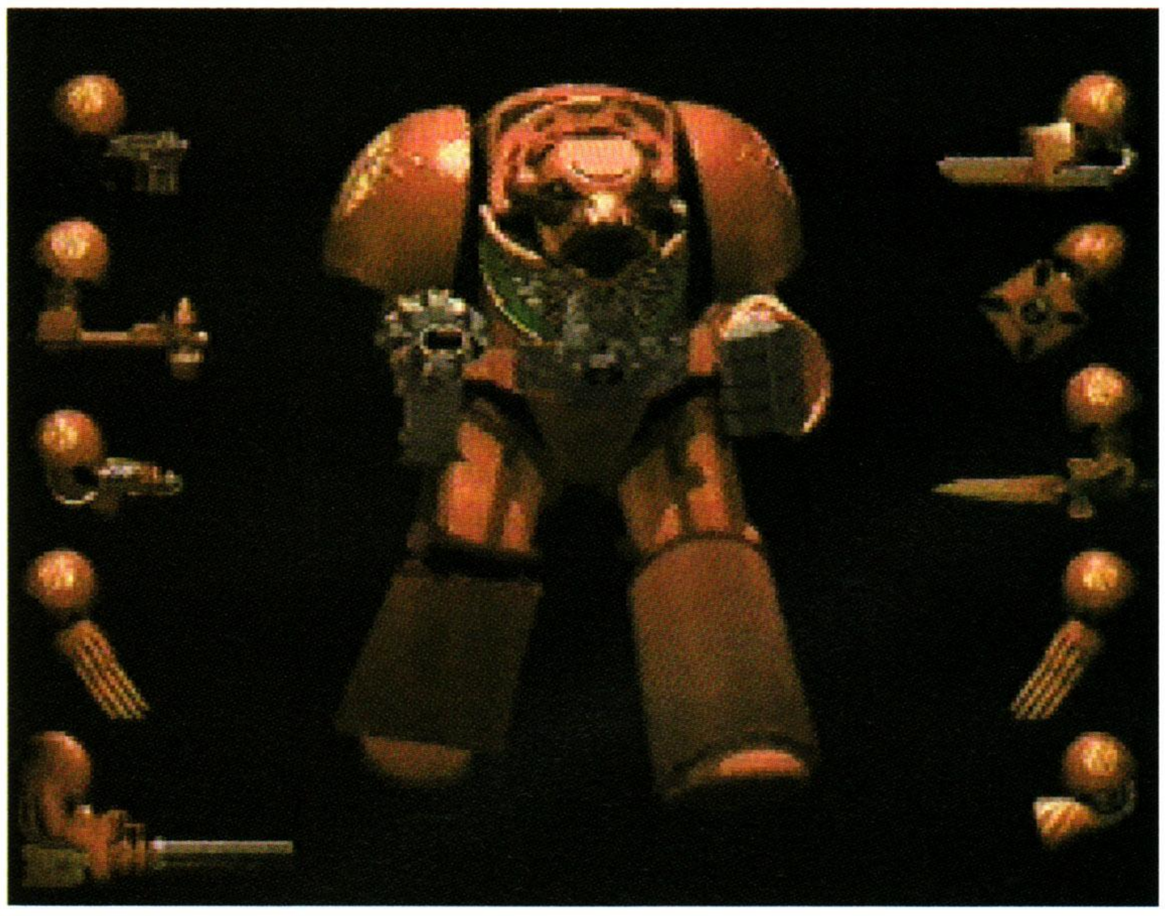
Notorious for its cynics, the videogames industry scoffed at the system's ambitious specifications and targeted sales. The terms 3DO-h! and 3DOA were bandied around before the system had reached the streets. But since launch the system's popularity has grown establishing a modest user base across the globe.

The announcement at June's E3 expo of the impending M2 add-on has the potential to transform the modest user base to one of epic proportions. Capable of some serious processing abilities, the M2 promises to upgrade existing 3DOs to a 64-bit photo-realistic power house. And rumours still abound of some kind of deal being struck between Panasonic and Sega. Is parent company Matshushita licensing Saturn technology? If so, where does this leave 3DO? Will M2 be compatible with Saturn too? All of these questions have been posed on the Internet, but apart from learning that a "big" announcement is coming soon, we have been unable to discover any more.

The struggle for hardware supremacy continues, but as every game player knows the future and popularity lies in the hands of the software developers.

3DO

SPACE HULK CONTINUES ELECTRONIC ARTS' FINE TRADITION OF RELEASING QUALITY 3DO WARES - THE QUESTION IS, WHEN ARE THE OTHER DECENT GAMES GOING TO ARRIVE?



DAEDALUS ENCOUNTER

TIA CARRERA DEBUTS IN HER FIRST 3DO FULL-MOTION VIDEO GAME - IS IT A BLOCKBUSTER?

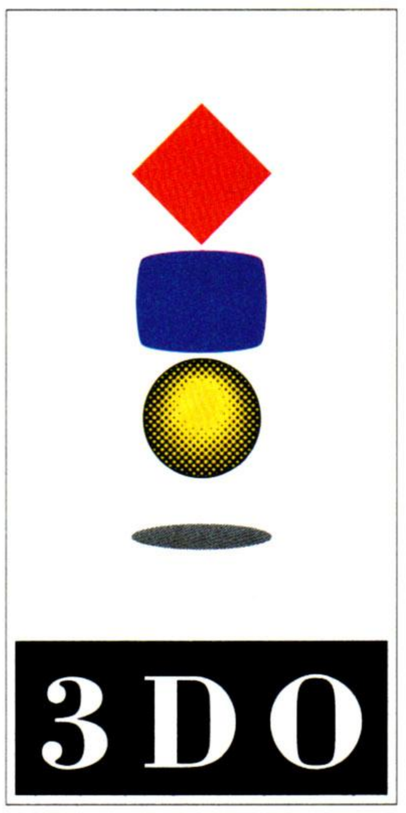
Starring Tia Carrera of Wayne's World infamy, the Daedalus Encounter is the latest effort to merge the movie and software industries.

Combining graphical effects with live action footage, the plot features the player as a dis-embodied brain sustained in a life support system with only a virtual inteface to communicate with the outside world. Saved by Ari (Carrera) and her sidekick Zack, the adventure turns disaster when the ship collides with an unknown and lifeless alien vessel on a kamikaze course with the neighbourhood sun.

As far as the gameplay goes, Daedalus is nothing more than an exercise in following instructions from your compatriots and completing tasks in a set order. But mentions must go to the quality of the FMV footage, by far the most superior effort of any format, and some of the trickier puzzles.

The ideal way to demonstrate the FMV qualities of the 3DO, but not much more beyond that.

★★★



KINGDOM: THE FAR REACHES

HAS THE DRAGON'S LAIR "GENRE" FINALLY RECEIVED SOME GAMEPLAY?

Dragon's Lair, the coin-op, brings back many not-so-fond memories with its archaic gameplay and irritating concept.

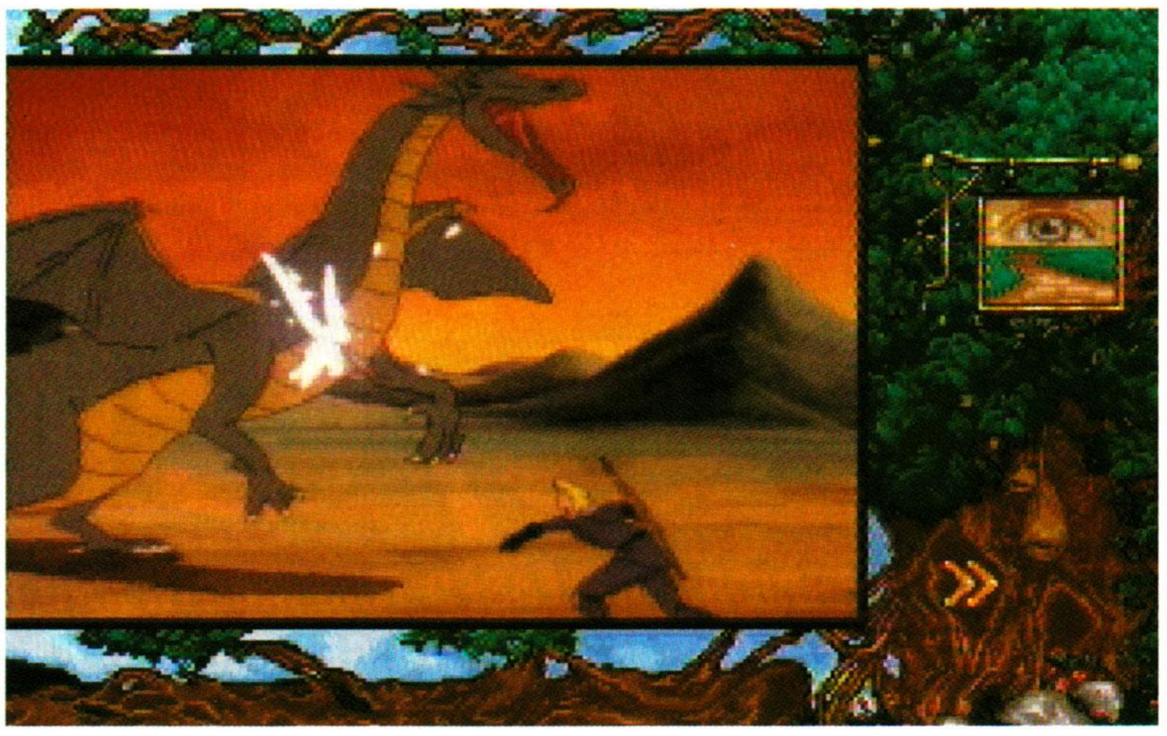
And Interplay's Kingdom: The Far Reaches has a very similar feel to the now antique coin-op. The visuals, although lush and at times nicely animated, are based solely on a point-and-click affair, that allows very little player involvement with the game environment.

Playing the character of a young apprentice, the objective is to save a mystical kingdom from the forces of evil by collecting magical relics - their combined power the only hope of survival.

Reminiscent of a Saturday morning cartoon, it soon becomes apparent this is no Disney - especially once some of the character voices have been suffered on more than one occasion.

Nice one for the kids maybe. Not for hardcore RPGers.

★★



MECHWARRIO

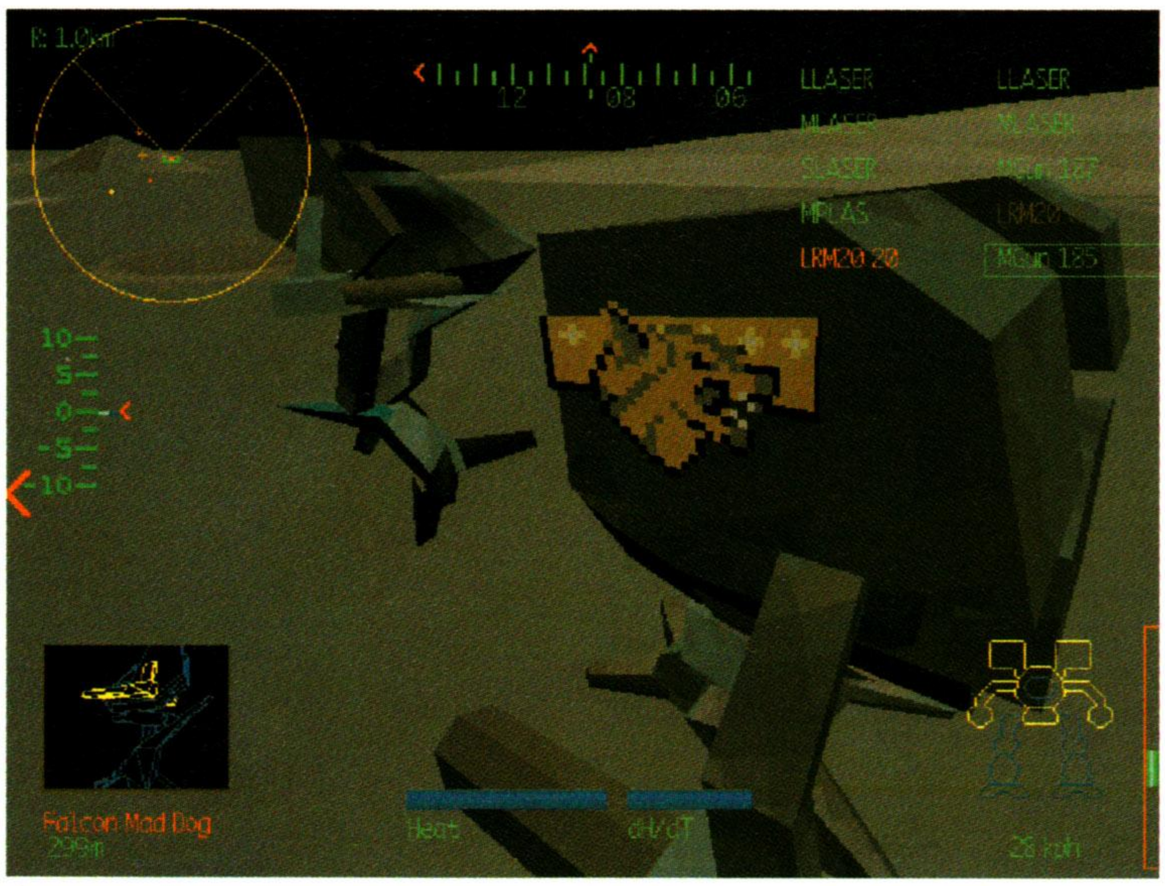
UNDISPUTED PC BLASTER OF THE MONTH!!

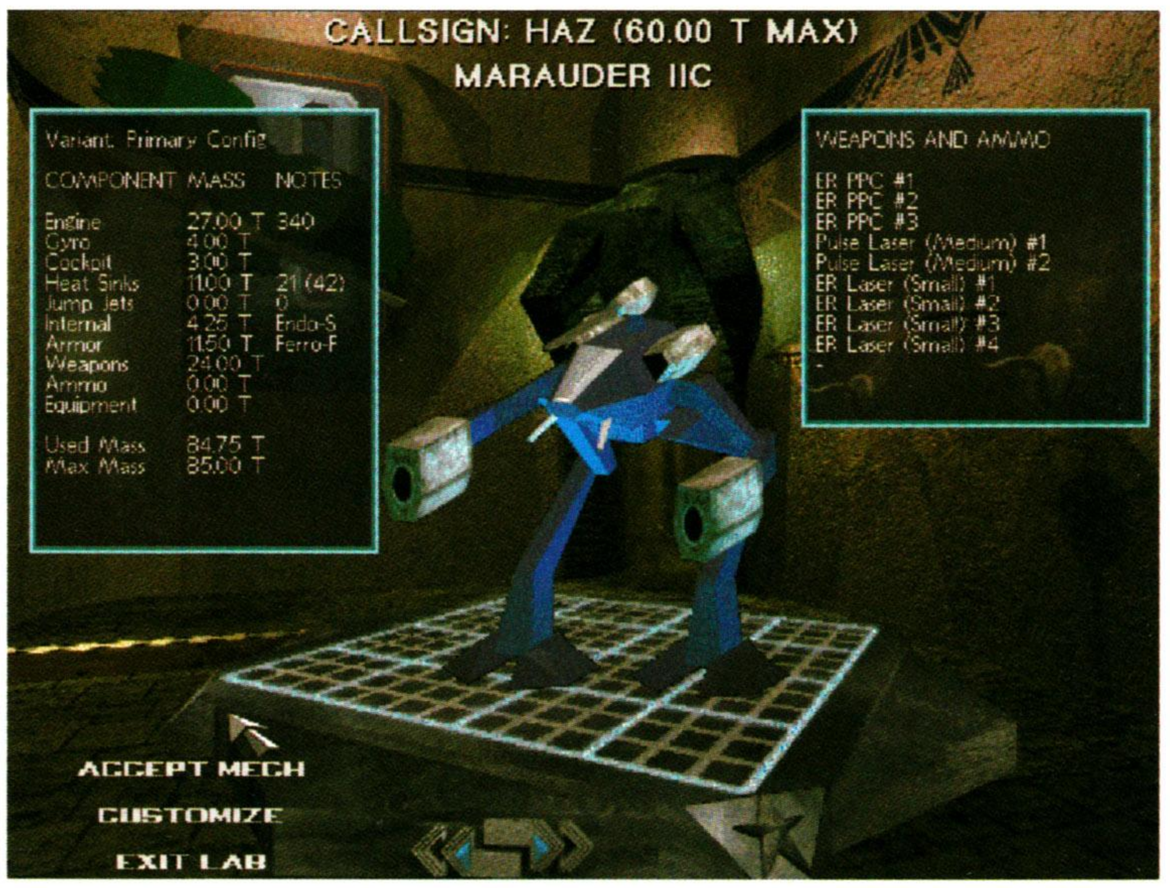
MechWarrior 2 is a blinding shoot em 'up. Of course, Activision has dressed old tin-ribs up in a load of sci-fi frippery and added in a pinch of strategy to keep you on the hop, but you don't need a radio-telescope to make out that the business end of this game is bristling with very big guns. And Lasers. And rockets.

The game looks like a dream, with the opening sequence and the cut-scenes alone generating enough manly drool to wash a small family hatchback. Thereafter, though Pentium owners naturally get the smoothest looking SVGA graphics, 486-jocks shouldn't fret too much because to be honest, the gameplay is so good that you won't notice.

The scenario, scenario fans, is basically that everyone, including the enemy, is the 'pilot' of any one of a choice variety of bloody great big robots, the Battle Mechs of yore. After one of the best 'training' sections in a game that we have ever encountered (because 1. it's useful and 2 it's fun) you will be required to complete a number of missions at different interplanetary locations. The more missions you complete, the more honour points you get, and crucially, the more rank you acquire. Your basic objective is usually to navigate your way through a series of way-points to a designated target, destroying all the enemy 'mechs' you bump into on the road. There are 50 or so missions in all and the further you go in the game, the greater the need for strategy and the more you have to think about which is the best Battle Mech to complete your assigned task. You can always customise your Mech to suit the conditions you encounter.

The sound is subtle and atmospheric. The background music is reminiscent of the dramatic bits from Mars in Holst's Planet Suite, while the explosions, detonations, jump-jets and clanging metal are richly satisfying.





31st CENTURY BATTLETECH COMBAT!!

Like most things, PC games seem to follow cycles. Not so long ago the air was buzzing with flight sims. Then, as the sun burned its special summer name into my pallid arm with one of those kiddies magnifying glasses, it was blue eyes down for a festival of graphic adventure with Full Throttle, Fade to Black and Heart Of Darkness prancing for our favours. But that's all history, folks, this Autumn, the fashionable softy will be wearing a racing game. But what with Screamer, Fatal Racing (Gremlin), F1GP2, Al Unser Junior's Indycar Racing all revving up on the cat-walk, there's bound to be the odd tense moment for anxious publishers and developers, all of whom will have invested heavily. Still, as a consumer, it's nice to be spoilt for choice.

The clever money here is on Graffiti's Screamer to take the chequered flag, simply because it's the smoothest thing we've driven so far, and because it's the only good game ever to come out of Italy since that old favourite, 'Stick Your Head in the Big Cat's Mouth, Why Don't you Mr Christian?' Mind you, if MicroProse's much hyped F1GP2 is anything like as good as some people (at MicroProse) are saying it is, then we could have a Schumacher/Hill style head-to-head clash thing, right on our screens! Team 17's Roll Cage and EA's Need for Speed might not be out-and-out racers but they still involve driving some sort of motor very quickly and if you are clever enough to cram Bullfrog's High Octane and Psygnosis' impressive looking WipeOut, into the drawer marked 'racing games' it's difficult not to conclude that there's a good deal of what we call 'me-too' publishing going on at the moment. Lemmings, the lot of them - or do I mean sheep?

All of this is good for us, though, as gamers have probably never needed the advice their friendly games mags as much as they do now. It's always difficult to decide which game to buy, particularly if there are lots of the same genre all launched at the same time.

The next thing is apparently going to be footy games. Cunningly produced just in time to miss the start of the football season, Actua Soccer, SWOS, the latest FIFA plus a whole host of pure management sims are all scheduled for release before Christmas. Hmmm... maybe poor, deprived PC owners might actually get a decent arcade football game at last?

PC/CD-ROM

WITH MECHWARRIOR 2 RELEASED THIS MONTH AND FADE TO BLACK AND SCREAMER WAITING IN THE WINGS, PC OWNERS HAVE GOT AS MUCH TO GET EXCITED ABOUT AS SATURN AND PLAYSTATION GAMERS!

R 2

If you put all this great quality stuff together, it's still hard to explain what it is that really makes MechWarrior 2 strut. It could be something to do with attention to detail and a sense of continuity which combine to create a feeling of completeness. The game feels confident, it feels deep. Why? Well it could be because the programmers had great wodges of data to suck from the BattleTech games and though this phony 'history' is disposable, it succeeds in firing the imagination for as long as you play. Okay, so the BattleTech stuff lacks the mass appeal of say, Star Wars, but the plot of MechWarrior 2 is every bit as 'believable' and the game every bit as playable as any of the LucasArts arcade shoot 'em ups.

★★★★★

MAXIMUM PC/CD-ROM

If there is one genre in which PC owners are spoiled for choice, it's got to be Doom-inspired texture-mapped 3D games. The aforementioned id game along with the likes of Dark Forces have proved to us that there is plenty of potential in the genre for absolutely incredible PC games. Here are our five most-wanted games in the works.

1 QUAKE

Check out the first shots of id's new game in the news

2 INTO THE SHADOWS

Could Scavenger's tille preempt Quake?

3 HERETIC 2

The original was superb as far as we were concerned.

4 DUKE NUKE 'EM 3D

This looked stunning at May's E3 show...

4 TERMINATOR FUTURESHOCK

Doom meets The Terminator? Sounds great...

INFORMATION SUPPLIED BY MAXIMUM

CRIME PATROL

Shooting game by Mirage

This is one of the best arcade conversions, ever. It's perfect. We just don't like it very much. With this pack combining the PC Gamegun and Crime Patrol, Mirage is seeking to bring some of the most tasteless sea-side pastimes in the history of interactivity into your living room. If you've played this game, or one of a host of derivatives, like Mad Dog II (which will also soon be showing at a PC near you) you already know what to expect and Crime Patrol will be right up your alley with the flying trash-cans and Huggy Bear.

ALG's arcade games are the lineal descendants of fairground shooting galleries. Substitute the moving ducks and gats for an episode of Starsky & Hutch and a plastic pistol which 'shoots' a beam of light at video screen and you have grasped the essence of the thing. All you need to do now is imagine yourself as the pistol-packing star of the show, charged with ridding streets of sundry punks, pimps, hookers and hoods, all of whom, incidentally, have the sad and sweaty look of neverwozzers rejected by central casting. And that's it. Shoot all the baddies and you make progress; miss 'em and you get 'wasted'.

To be fair, Crime Patrol is pretty harmless stuff. Like the TV cop shows of the 70s it's only superficially violent and Mirage is probably banking on the fact that if you stick a toy pistol in the hand of any male aged between five and 55, the chances are he'll drop to a crouch, cock a one-eyed squint and cry 'Freeze sucker' as he draws a bead on you. No intellectual challenges here, folks, but for the right kind of homo-couchpotatus, Crime Patrol is satisfying piece of idle machismo. Like swatting flies.

★★★

1994: ACROSS THE RHINE

WW2 Simulation game by Microprose

This is a very big game. And this is a very small space. So I shall have to be quick. Set in 1944, MicroProse's WW2 sim sprawls across your hard drive like 10 Panzer divisions doing a drunken conga. The manual is about as thick as War&Peace, though without the 'peace' of course, and I'm afraid you really will have to read it if you are to have the faintest clue about what's going on.

Across The Rhine has been programmed by nonconformists and the result is a strategy game with two differences. For starters, there are no turns and all the action takes place in real time, and secondly ATR isn't based on one of those maps divided into a hexes - no - it's got zoom-in-and-out-able maps in movable windows designed to replicate the sort of battle perspectives enjoyed by different levels of military personnel. You'll find a tank-driver's slit at one end of the scale and the general's big picture at the other. Anarchy, eh?

Is the 3D window designed to gull arcade fans into thinking this game is really an action game, like Command & Conquer? We doubt it, for though you can just pick a tank and start shooting if you do you're really only going to be playing the game at the tiniest fraction of its potential. You see, ATR is a serious piece of military strategy, and you are therefore advised to keep your brass hat about you at all times and endevour to remain a suitable distance behind the lines.

There are single battles and bigger campaign-sized engagements to be re-enacted, beginning with the D-Day landings and ending amid the rubble of Berlin, a year or so later. You can even create your own 'pretend' engagements with the Battle Builder, a handy little option which will probably have the Anorak Brigade drooling down their kapok with anticipation. In its defence, Across The Rhine may be hugely complicated, but then it's also hugely endowed.

★★★★

PINBALL ILLUSIONS CD

Another Pinball game by 21st Century

It's not unusual for a software developer to specialise but nobody specialises quite like 21st Century, which has released no less than eight pinball-related games over the last four years. Innovation, then, is not this company's forte, but as the saying goes, it knows what it likes.

The latest addition to the series is Pinball Illusions, a game which many Amiga owners will already be familiar with. Illusions boasts a new pinball engine with exotica like multiball play and video sub-games - well, 'exotic' and 'new' to 21st Century anyway; such elements have been an essential ingredient of the 'real thing' for years now.

There are four tables on offer - Law 'n' Justice, Babewatch, Extreme Sports and The Vikings - each of which consists of the usual intricate maze of ramps, loops, traps, locks and jets. It's a matter of individual taste as to which is the best - personally we enjoyed The Vikings the most, but they're all excellent in their own way.

If there are any gripes, it's that there's a severe lack of imagination on display here. Games like Devil Crash on the consoles do wild things with their 'virtual' tables, while Virgin's Tilt and Sierra's Ultra Pinball will soon be taking PC pinball into the third dimension. As it stands, Illusions is solid, if uninspiring, entertainment. And there's an oxymoron in there somewhere.

★★★

Baek: the Killing Hawk from Tekken 2! This master of Tae Kwon Do has been sent on a mission to destroy Law! Discover more about this mystery character and all his moves in ***MAXIMUM*** *issue 2.*

THE END OF ISSUE 1

The next edition of **MAXIMUM** promises to yield a wealth of potentially awesome super-console videogames. Sega Saturn looks as though it has some of the most promising titles, including X-Men: Children of the Atom, Virtua Cop and Wing Arms along with more news on Virtua Fighter 2 and Sega Rally. All being well we should have something on Ridge Racer 2 on PlayStation as well as an in-depth Extended Play on Kings Field 2 - one of the most phenomenal RPGs (according to Gary!) in history .

We'll also be looking at Virtua Cop 2 in the arcades and producing what will go down in history as the most incredible Tekken 2 guide ever created. Plus we'll be introducing Seibu's hot new coin-op shooting game Viper Phase One and producing up-to-date features on King of Fighters '95, Metal Slag and Samurai Shodown RPG on Neo Geo.

In terms of news, the next issue promises to be most exciting indeed with full reports from Japan on the JAMMA arcade show and October's promising PlayStation Expo. We'll also be paying the ATEI coin-op show a visit as well. Expect full, uncompromising coverage on the greatest videogames in the next issue of **MAXIMUM**, out mid-November.

SEGA SATURN • SONY PLAYSTATION • PC • NEO GEO CD • ARCADE • 3DO

MAXIMUM

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THE VIDEO GAME MAGAZINE

MAXIMUM

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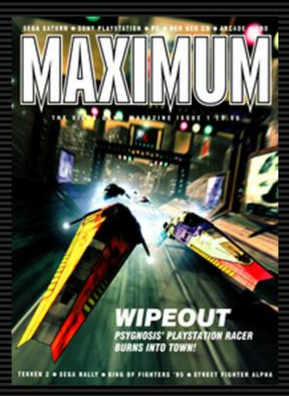

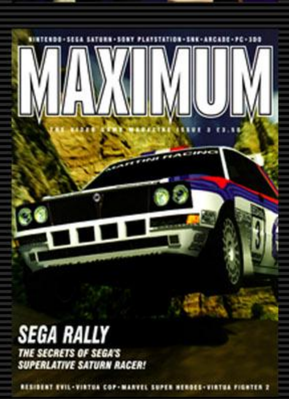

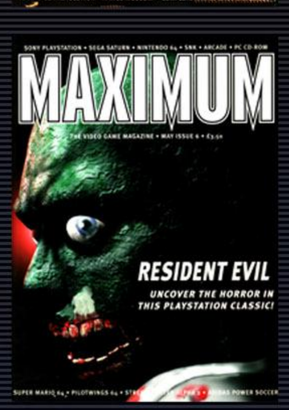

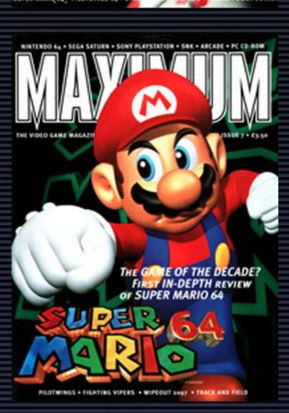

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